



Erasmus+



EMEX Online Course 2020 / Spring

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

Course Theme

“Virtual Production - Visioning Course”

As new forms of media and technology are introduced to the market and international collaborations between creators becomes more and more frequent, we believe it is crucial to give our students the opportunity to experience an international development process for emerging media. 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 innovative ideas for content and applications in the area of virtual film production and virtual reality. A likewise interdisciplinary and international team of instructors will facilitate the course throughout.

In the 5 week online course, you work in a team of 4–5 members with the task to come up with 2–5 ideas that you will discuss with professionals at the end of the course. Each group will have a tutor to give individual guidance throughout the ideation process.

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. For example, we will have a live Q&A session with the Babelsberg Volucap Studio*, Europe’s technically most advanced studio for volumetric video capture.

At the end of the course you will have a basic knowledge of the field of virtual production, a sense of what is still innovative in this field, and valuable skills in creative transnational online teamwork. And in case any of your ideas motivate you for a project, we offer a follow-up course dedicated to prototyping and testing applications and content in virtual production.

*In a volumetric studio, people and objects are captured in detail from all sides. The result is not a classic film recording, but a realistic, natural-looking, authentic 3D representation of the objects being recorded - a real-time 3D scan. Hologram-like representations of the real people and objects are ultimately generated, which can then be edited and animated like computer-generated models.

Industry Partners: Volucap GmbH, Rundfunk Berlin-Brandenburg, YLE Finland

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
- 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 and Researcher in Creative Technologies, University of Central Lancashire
- Sophie Tummescheit, Researcher, Film University Babelsberg, Germany

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

Course Outline

- **Wednesday March 18th 14-16 CET | Kick-Off**
 - Introduction to the course challenge
 - Teambuilding
 - Tutor Session 1
- **Wednesday March 25th 14-16 CET | Live online Event**
 - Live Demonstration Volucap (tbc)
 - Tutor Session 2
- **Between March 26th and April 21st by appointment between tutor and group**
 - Expert interviews
 - Tutor Session 3
 - Tutor Session 4
- **Final Event April 22nd 13-15 CET | Final Event**
 - Short presentation
 - Feedback round
 - Input for planning phase and information about onsite workshop in September

Continuous Support

- Online learning platform and forum for support
- Four mandatory individual tutoring session for each team with one of the lecturers • Release of dedicated learning materials, contextualized by short blog articles • Ongoing support during planning phase
- Optional debrief session with the tutor to discuss the process, including problems experienced, insights gathered and potential further collaboration.



Tentative Competencies and Themes of the Course

- **Knowledge**
 - Virtual production
 - Volumetric studios
 - Prototyping strategies for emerging media

- **Skills**
 - developing innovative ideas for virtual production
 - methods of structured online ideation
 - exploration of the technology and practices
 - explore creative potential of new media technologies
 - prototyping for Emerging Media

- **Social Competencies**
 - working in an interdisciplinary team
 - creative processes and decision making
 - Self-reliance and empowerment
 - Self-organisation within teams

Tentative tasks of teams during course

- Team building - become conscious of the team's competences, create a team identity
- Gather and document domain knowledge
- Find out about the needs and expectations in virtual production
- Assign people according to skills and build up new skills not available in the team yet
- Create as many as possible short ideas
- Decide on 2-5 innovative ideas for virtual production
- Create 2-5 visuals, explaining the ideas / one visualization per idea
- Presentation of the final ideas

EMEX Onsite Course 2020

A follow-up course starting mid September is planned. It will be an onsite workshop in Babelsberg/Germany¹, where students will be given the chance to continue developing the ideas they worked on during the online course.

¹Travel contingent is managed by your local university, please clarify opportunities to take part in the onsite workshop with your responsible local teacher.



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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”

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