EMEX Modules

EMERGING MEDIA EXPLORATION

Erasmus+

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Project Consortium: University Babelsberg KONRAD WOLF (Germany); Tampere University (Finland); Tampere University of Applied Sciences (Finland); University of Lincoln (United Kingdom); University of Central Lancashire (United Kingdom)

EMEX Modules

Introduction

As the EMEX Framework shows the required knowledge and competencies for an Emerging Media Explorer are diverse.
This document lists modules of the EMEX partners that are accessible to international students and are relevant in the context of Emerging Media.
Important key data is listed for each module in order to present the possibilities to interested students and to verify what necessary areas are covered by the EMEX Consortium Partners.
Also listed are the EMEX Project modules, which have brought together the complementary expertise of the consortium partners in interdisciplinary workshops and complemented them with additional skills like interdisciplinary and intercultural project work.

Originally, a blended mobility approach was planned for the workshops, (EMEX 1, Online Course / EMEX 2 Onsite Course), but due to the Covid-19 pandemic, this could only be implemented in 2019.
As it was no longer possible to hold joint face-to-face onsite courses from mid-March onwards due to the pandemic, another EMEX Online Course (EMEX 2, Online Course) – focusing on production – was added.

EMEX Project Modules

Module	EMEX 1 / Online Course
Study Programme	EMEX
Area of Competence	Project Work
Courses	EMEX Online Course: Project Ideation
Link	
Supervisor of the module	EMEX Project Leads
Credits (LP)	2-3 LP
Hours volume	20-30h: - 10h teamwork online - 10h own study
Type of module	Elective
Semester	-
Time	1 Month
Frequency	Annually
Organisation roll	Mixed (2 mandatory meetings with mentor + optional group meetings)
Application condition	Study admission
Competencies needed	-
Study content	In this course, international students with different backgrounds will join in transnational teams of 4-5 members and be tasked with developing a project in the field of emergent media. In an online course facilitated by a likewise international and interdisciplinary team of instructors they will share ideas, design and potentially develop early prototypes for their project, ultimately planning the work during the 5-day onsite workshop to be held in one of the partner universities. The course will be supported by online learning material (screencasts and readers), feedback sessions and special guest lectures.
Learning Outcomes	Skills ● explore creative potential of new media technologies ● basic market and target audience research in the field of emergent media ● methods of online teamwork Social Competencies ● Overcoming the challenges of intercultural creative work ● Effectively managing specialists of different areas for a common goal ● decision-making in a horizontal group of initially strangers
Type of education	Project/Workshop
Exam result	-
Grade's calculus	-

Module	EMEX 2 / Onsite Course
Study Programme	EMEX
Area of Competence	Project Work
Courses	EMEX Onsite Course: Development Sprint
Link	
Supervisor of the module	EMEX Project Leads
Credits (LP)	5 LP
Hours volume	40h
Type of module	Elective
Semester / Level	-
Time	1 Week
Frequency	Annually
Organisation roll	Block
Application condition	Study admission
Competencies needed	-
Study content	Following the EMEX Online module, the groups will immerse themselves in an intense design sprint held during one week in one of the partner universities. They will further develop their project with the goal of pitching it for members of the industry on the last day of the workshop. The groups are encouraged to create prototypes and test ideas every step of the way, with the freedom to take one step back to take two steps forward. The professor that mentored the team during the online course will keep their role on the onsite module, although all professors will roam between groups and offer their assistance as needed.
Learning outcomes	Skills ● explore creative potential of new media technologies ● rapid content & interface prototyping for emergent media projects ● testing and iterating on prototypes ● pitching and reviewing a media concept Social Competencies ● Overcoming the challenges of intercultural creative work ● Effectively managing specialists of different areas for a common goal ● decision-making in a horizontal group of initially strangers
Type of education	Project/Workshop
Exam result	Presentation of the project
Grade's calculus	-

Module	EMEX 2 / Online Course
Study Programme	EMEX
Area of Competence	Project Work
Courses	Preliminary Online Course: 1-2 meetings per week Intensive week: Daily online sessions and group work
Link	
Supervisor of the module	EMEX Project Leads
Credits (LP)	The amount of ECTS granted for this course is subject to the individual implementation of the partner universities.
Hours volume	Preliminary Online Course: 16-24h Intensive week: 40h
Type of module	Elective
Semester / Level	-
Time	5 weeks
Frequency	Annually
Organisation roll	Block
Application condition	Study admission
Competencies needed	
Study content	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. The participants 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, the teams of 4–5 members will be accompanied by tutors who will guide them 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.
Learning outcomes	• 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
Type of education	Project/Workshop
Exam result	Presentation of the project
Grade's calculus	-

EMEX Modules at Film University Babelsberg KONRAD WOLF

Study Programmes: Film and TV production (Bachelor and Master), Creative Technologies (Master)

Module	New Media Formats Introduction module (Bachelor/Production Film and TV/M3)
Study Programme	Film and TV production
Area of Competence	New Digital Media
Courses	New Media Format Development 2 SWS (5LP)
Link	
Supervisor of the module	Professor of new media production
Credits (LP)	5 LP
Hours volume	Campus based teaching: 300h Own Study: 120h
Type of module	Mandatory
Semester / Level	1st Semester
Time	1 Semester
Frequency	Annual
Organisation roll	Block / weekly
Application condition	Study admission
Competencies needed	
Study content	The module gives an overview of current web video formats for established and emerging web platforms. Established formats are analysed with regard to their narrative structures, target groups and production conditions. Students get an introduction to the interpretation of statistics and web-specific performance indicators. They analyse and describe specific target groups on the web. Within the scope of the module, they develop their own format and produce and discuss of the prototype content. The module concludes with the creation and presentation of concept and pitching material, accompanied by a pitch training.
Learning outcomes	Students: • Have a critical understanding of current new media platforms • Are able to analyse and describe media formats systematically • Have a basic understanding of target development format for online platforms • Are able to present format concepts in oral and in writing.
Type of course	Seminar
Exam	Work project: New Media Format Development (graded)
Grade's calculus	-

Module	Media Theory Introduction module (Bachelor/Production Film and TV/M7)
Study Programme	Film and TV production
Area of Competence	
Courses	New Media Format Development 2 SWS (5LP)
Link	
Supervisor of the module	Professor of new media production
Credits (LP)	5 LP
Hours volume	Campus based teaching: 45h Own Study: 105h
Type of module	Mandatory
Semester / Level	1st Semester
Time	1 Semester
Frequency	Annual
Organisation roll	Block / weekly
Application condition	Study admission
Competencies needed	
Study content	This module introduces selected topics of applied media theory. Students will conduct practice-oriented analysis of current and historical media forms and formats in formats in TV and the World Wide Web. They are familiarised with theories of user interaction in classical and social media. and social media. You will learn basic concepts of a holistic concept of user experience and apply simple tools for researching and the user experience of linear and non-linear media.
Learning outcomes	The students: • are able to classify media formats on the basis of historical and current reference formats. • possess a critical understanding of the socio-economic conditions of television production and reception. • have a command of basic theories and models of user interaction and communication. • are able to process and answer simple user research questions methodically
Type of course	Seminars
Exam	Project work, term paper or presentation: graded Certificate of achievement
Grade's calculus	-

Module	Entertainment production Study module (Master/Production Film and TV/M11)
Study Programme	Film and TV production
Area Of Competence	Production
Courses	• Entertainment production 2 SWS (3 LP) • New Media Pitches 1 SWS (2 LP)
Link	http://

Supervisor of the module	Professor of New media production
Credits (LP)	5 LP
Hours volume	Campus based teaching: 45h Own Study: 105h
Type of module	Mandatory
Semester / Level	2nd Semester
Time	1 Semester
Frequency	Annually
Organisation roll	Block / weekly
Application condition	Study admission
Competencies needed	
Study content	Students will get an overview of current formats of Entertainment in international television broadcasts. They will analyse actual formats and familiarise with the particularities of production process for shows formats and direct live formats. Development process and method of formats will be taken as a theme. The pitch workshop will teach students to present their concept to a compatible target and to integrate them in a bigger production trans media.
Learning Outcomes	The students ● have in-depth knowledge of the production of entertainment formats ● are in a position to assess the marketability of certain genres and formats on different broadcasting slots using suitable methods ● can model and calculate complex production and interaction flows in a live context ● are able to develop new concepts for audience engagement ● develop
Type of education	Lecture / Seminar
Exam result	Exam, presentation or work project Entertainment production: certification Presentation in New Media Pitches: certification "with success“
Grade’s calculus	-

Module	Research project **Scientific Artistic creation research module (Master/Production Film and TV/M14)**
Study Programme	Film and TV production
Area Of Competence	Research
Courses	Scientific Artistic creation research module
Link	
Supervisor of the module	Professor of new media production
Credits (LP)	5 LP
Hours volume	Campus based teaching: 30h Own Study: 120h
Type of module	Mandatory
Semester	3rd Semester
Time	1 Semester
Frequency	Annual
Organisation roll	Block / weekly
Application condition	Study admission
Competencies needed	
Study content	This module gives the opportunity to do research in the context of an artistic project, or scientific or technological research in the Filmuniversität. Usually, those projects concern the impact of the condition of new technology on artistic creation or widening narrative possibilities of existing narrative technologies and formats. Students get involved with research teams or form their own team and are supervised during their work by researchers and lecturers from Film University
Learning Outcomes	Students ● Can independently design research processes in a team or on their own ● have deep knowledge in the distinctive characteristics of scientific artistic research methods. ● are able to seize new skills and knowledge on their own ● are able to follow and lead focused interdisciplinary discussions
Type of education	Project
Exam result	Report project: certification "with success“
Grade’s calculus	-

Module	Transmedia Dramaturgy Study module (Bachelor/Production Film and TV/M22)
Study Programme	Film and TV production
Area of Competence	Arts and Humanities
Courses	Dramaturgy media 3 weekly hours (5LP)
Link	Arts and Humanities
Supervisor of the module	Professor of new media production
Credits (LP)	5 LP
Hours volume	Campus based teaching: 45h Own Study: 105h
Type of module	Mandatory
Semester	4th Semester
Time	1 Semester
Frequency	Annual
Organisation roll	Block / weekly
Application condition	Content development I
Competencies needed	Students ● are able to build bespoke non-linear and interactive narrative structures for different media ● have a critical understanding of dramaturgic possibilities and limits of new medias and media technology ● Are able to build a cross media dramaturgy ● Master the basics of adaptive narratives based on rules.
Study content	Based on practical examples, students will learn about the complex dramatical structures of new media. An emphasis is put on cross media, immersive, interactive and non-linear concepts. As well, the course compares new forms with classical narrative forms in order to explore the timeless core of narration in new metamorphoses within new media formats: Fiction vs Gaming, Documentary vs Webdoc, Epic shows vs Web series etc… Students discuss based on casework and their own work, how the dramaturgic knowledge in the development of linear and interactive projects can help us to tell a convincing story. In the point of view of the production, they learn to judge dramaturgic challenges of different medias format in the development and production phases.
Learning outcome	
Type of course	Seminar
Exam	Presentation or work project Certification
Grade's calculus	-

Module	Workflows Cross Media Study module (Bachelor/Production Film and TV/M23)
Study Programme	Film and TV production
Area of Competence	Technology
Courses	Work flows Cross Media 2 SWS (3LP) Basics animation film 2 2SWS (2LP)
Link	
Supervisor of the module	Professor of new media production
Credits (LP)	5 LP
Hours volume	Campus based teaching: 60h Own Study: 90h
Type of module	Mandatory
Semester	4th Semester
Time	1 Semester
Rate's offer	Annual
Organisation roll	Block / weekly
Application condition	AV Technik I
Competencies needed	
Study content	This module present particular aspects of new media post-production and production. Students learn the specific requirements of calculation and production of computer-generated images, with emphasis on animated movies. In practical workshops, you will learn the methods of interaction design and software development based on small tasks.
Learning Outcomes	Students ● Mastering the basics of workflow and production pipeline of animated film ● Be able to calculate animation film projects ● Can develop immersive media prototypes, both non-linear and interactive. ● Are able to use project management software
Type of education	Seminar/ project
Exam result	Presentation or project work on Cross media workflow (graded) Written exam or reflective essay about foundations of animation film: (non-graded)
Grade's calculus	-

Module	Interdisciplinary Studies (OMNILAB) Study module (Bachelor/Production Film and TV/M25)
Study Programme	Film – and TV-Production
Area Of Competence	Business and Profession
Courses	OMNILAB Project Meetup 1 LP (2 SWS) OMNILAB VR Workshops 2 LP (4 SWS) VR Project 2 LP
Link	
Supervisor of the module	Professor of New Media Production
Credits (LP)	5 LP

Hours volume	Campus based teaching: 90h Own Study: 60h
Type of module	Elective
Semester	2nd Semester
Duration	1 Semester
Frequency	Each semester
Organisation roll	weekly / bi-weekly
Application condition	-
Competencies needed	
Study content	Meetup OMNILAB is an open forum for presentations and discussions around storytelling in immersive media. The meetings start with presentations of internal work-in-progress and/or external guests from the industry, followed by a Q&A session and the opportunity for project-related consultation. OMNILAB hosts projects like 360° films, 360° web series, interactive VR experiences, volumetric video and cooperative research projects with other universities. Workshops This course comprises an open series of practical workshops around the theme of Virtual Film Production, as well as VR, AR and 360° development and production. It offers a mix of high profile external lecturers and experimental laboratory sessions. Sessions can be attended independently, four half days equal 1 ECTS point. Project Students may develop an immersive project under supervision of the OMNILAB staff and submit it to the DIGI.TALe funding programme to get additional 2 ECTS.
Learning Outcomes	
Type of education	Seminar/ project
Exam	Weekly exercises & project work (non-graded)
Grade's calculus	-

Module	Orientation and Overview in Creative Technologies Study Module (Master/Creative Technologies/M2)
Study Programme	Creative Technologies (Master)
Area Of Competence	
Courses	• Orientation project (4LP), 1st semester • Creative Technologies I (3LP), 1st semester • Pitching and Peer Review I (2LP), 1st semester
Link	https://www.filmuniversitaet.de/en/studies/study-programs/master-programs/creative-technologies
Supervisor of the module	CTech Professor
Credits (LP)	9 LP
Hours volume	Campus based teaching: 105h Own Study: 165h
Type of module	Mandatory
Semester	1st semester
Duration	1 Semesters
Frequency	Each year
Organisation roll	Weekly or block
Application condition	Study admission
Competencies	
Study content	• Conception, design and implementation of a project with the objective of creatively using and developing technology or the analysis of the same within defined time and within content constraints • Further design and application possibilities of audiovisual media technologies • Presentation and discussion of ideas and approaches to solutions • Team finding • Active and passive participation in internal course pitchings
Learning Outcome	• Theoretical and practical competence in creative design, application and further development of audio-visual media technologies • Competence to act in the area of independent development and research. Ability to critically analyse and reflect on one's own work in verbal and written form • Ability to present own technological-scientific ideas in a creative-practical context, in verbal and written form • Ability to engage in dialogue in relation to aesthetic methods, attitudes and goals. Ability to position oneself artistically and creatively Networking skills
Type of education	Project work, individual tuition, seminar, exercise, course

Exam	Prerequisite for passing the module is the regular oral report of current projects and project ideas and weekly assignments with written or oral presentation. presentation. The examination performance is the orientation project incl. presentation (graded performance record).
Grade's calculus	

Module	**Theoretical backgrounds, software development, and applications** **Study Module (Master/Creative Technologies/M5)**
Study Programme	Creative Technologies (Master)
Area of Competence	Media-based Computer Sciences
Courses	• Creative Coding I: Design and Communication 3 SWS (4 LP) • Creative Coding II: Interaction and Interfaces 3 SWS (4 LP) • Theoretical Backgrounds for Audio and Graphics 3 SWS (4 LP) • Procedural Generation and Simulation 3 SWS (4 LP) • Visiting Experts: Workshops and Summerschools 2 x 0,5 SWS (2 x 1 LP)
Link	https://www.filmuniversitaet.de/en/studies/study-programs/master-programs/creative-technologies
Supervisor of the module	Dean of Studies
Credits (LP)	18 LP
Hours volume	Campus based teaching: 195h Own Study: 345h
Type of module	
Semester	1st and 2nd
Duration	2 Semesters
Frequency	Each year
Organisation roll	Weekly or block
Application condition	Study admission
Competencies	/
Study content	• Programming methods and algorithms • Development of digital graphics, audio and interactive applications. • Application development in a creative-artistic context • Use of relevant APIs and libraries • Interface programming for graphics and audio software • Mathematical foundations for graphics and audio • Graphics and audio algorithms • Procedural generation and simulation of graphics and audio • audio
Learning outcomes	• Deepening theoretical and practical competences in the field of audiovisual process and application development

	• Ability to develop structured solution strategies for complex problems • Advanced programming skills and understanding of software design • Ability to use programming as a creative tool • Ability to implement graphics and audio algorithms • Basic mathematical understanding • In-depth specific knowledge of theoretical background for graphics and audio • In-depth specific knowledge of generative methods and and simulation algorithms
Type of education	Lecture, exercise, seminar
Exam	Assessments of weekly assignments with written or oral presentation and a project work (one graded piece of performance record).
Grade's calculus	Scientific paper 50%, Project Work 50%

Module	**Advanced Project Work and Specialization** **Study Module (Master/Creative Technologies/M6)**
Study Programme	Creative Technologies (Master)
Area Of Competence	
Courses	• Creative Technologies II 33 LP 2nd and 3rd semester. • Pitching and Peer Review II 1 LP 2nd semester, 1,5 LP 3rd semester. and 1,5 LP 4th semester
Link	https://www.filmuniversitaet.de/en/studies/study-programs/master-programs/creative-technologies
Supervisor of the module	CTech Professor
Credits (LP)	37 LP
Hours volume	Campus based teaching: 202,5h Own Study: 907,5h
Type of module	
Semester	2nd, 3rd and 4th semester
Duration	3 Semesters
Frequency	Each year
Organisation roll	Weekly or block
Application condition	Study admission / Modul 2
Competencies	
Study content	
Learning Outcome	
Type of education	
Exam	
Grade's calculus	

EMEX Modules at the Tampere University of Applied Sciences

Study Programmes: Media, Music and Art, Interactive Media and Master's Degree in Emerging Media

Module	Emerging Media Production
Study Programme	Media, Music and Art / Interactive Media
Area of Competence	
Courses	Emerging media trends 5 cr Emerging media technology 5 cr Content creation in emerging media production 5 cr Emerging media project 1 5 cr Emerging media project 2 5 cr
Link	http://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588/19DMA/1044/year/2020
Supervisor of the module	Timo Kivikangas
Seats	25
Credits (LP/cr)	25 cr
Hours volume	1 cr = 27 h
Type of module	Optional
Semester / Level	School year 3-4
Time	Autumn semester
Frequency	Annually
Organisation roll	Weekly
Application condition	
Needed competencies	
Study content	See the course descriptions
Learning Outcomes	See the course descriptions
Type of education	Higher education
Exam result	No exam, but assignments
Grades calculus	See the course descriptions

Module	Emerging Media in Music and Event Productions
Study Programme	Media, Music and Art / Interactive Media
Area of Competence	
Courses	Sound Design in Emerging Media Productions 5 cr Music Production in Emerging Media Productions 5 cr New Live Event Sound Production Solutions 5 cr Emerging media project 1 5 cr Emerging media project 2 5 cr
Link	http://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588/19DMA/1044/year/2020
Supervisor of the module	Timo Kivikangas
Seats	25
Credits (LP/cr)	30 cr
Hours volume	1 cr = 27 h Campus based teaching: 70%

	Individual Study: 30%
Type of module	Optional
Semester / Level	School year 3-4
Time	Autumn semester
Frequency	Annually
Organisation roll	Weekly
Application condition	Introduction to Music Technology and Music Production Tools
Needed competencies	
Study content	Lecture / Seminar / Project / Workshop / …
Learning Outcomes	See the courses: http://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588/19DMA/1044/year/2020
Type of education	Higher education
Exam result	No exam, but assignments
Grade's calculus	1-5 (best grade 5)

Module	**Visual design**
Study Programme	Media, Music and Art / Interactive Media
Area of Competence	Interactive Media / Visual Design
Courses	Visual design 5 cr Principles of visual communication 5 cr Graphics in motion 5 cr Visual design project 1 5 cr Visual design project 2 5 cr Advanced visual design workshop 5 cr
Link	http://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588/19DMA/1044/year/2020
Supervisor of the module	Timo Kivikangas / Carita Forsgren
Seats	30
Credits (LP/cr)	30 cr
Hours volume	1 cr = 27 h Campus based teaching: 70% Individual Study: 30%
Type of module	Optional
Semester / Level	School year 1-2
Time	Spring semester
Frequency	Annually
Organisation roll	weekly
Application condition	basic skills of visual design tools
Needed competencies	basic skills of visual design tools
Study content	Lectures, Seminar, Projects, Workshop
Learning Outcomes	See the course descriptions
Type of education	Higher vocational education
Exam result	No exams, instead students submit their assignments, course portfolios, project reports and course main tasks
Grades calculus	1-5 (best grade 5)

Module	Animation
Study Programme	Media, Music and Art / Interactive Media
Area of Competence	Interactive Media / Visual Design
Courses	Visual Effects for Moving Image 5 cr Animation Production 5 cr Animation Principles and Practices 5 cr Animation Project 1-2 5 cr Animation Project 1-2 5 cr Optional courses 3 cr
Link	https://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588
Supervisor of the module	Timo Kivikangas / Tuomo Joronen
Seats	25
Credits (LP/cr)	30 LP/cr
Hours volume	Campus based teaching: Individual Study:
Type of module	Mandatory / Optional
Semester / Level	From 3rd semester upwards
Time	Autumn Semester
Frequency	Annually
Organisation roll	Weekly
Application condition	Study admission, Introduction to Animation course (3 cr)
Needed competencies	Basic knowledge of image manipulation software such as Adobe Photoshop or Illustrator, basic figurative drawing skills
Study content	Lectures, Seminar, Projects, Workshop
Learning Outcomes	Module's learning outcomes focus on understanding and hands-on testing the processes needed to plan and produce animated content
Type of education	Higher vocational education
Exam result	No exams; instead students submit their projects and course portfolios
Grades calculus	1-5 (best grade 5)

Module	Web and App Design and Development
Study Programme	Media and Arts
Area of Competence	Interactive Media
Courses	Web and App Design theory 5 cr Web and App Design 5 cr Web and App Programming 5 cr Web/App Design Project 1 5 cr Web/App Design Project 2 5 cr
Link	https://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588
Supervisor of the module	Timo Kivikangas / Ari Närhi/Antti Perälä
Seats	25
Credits (LP/cr)	25 cr
Hours volume	1 cr = 27 h
Type of module	Optional
Semester / Level	School year 2-4
Time	Spring semester
Frequency	Annually
Organisation roll	Weekly
Application condition	Basic knowledge of web and app design
Needed competencies	Basic Web tools
Study content	Lectures, Seminar, Projects, Workshop
Learning Outcomes	Different courses in the module have different learning outcomes, see https://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588
Type of education	Lessons and assignments.
Exam result	No exams; instead students submit their assignments and projects
Grade's calculus	1-5 (best grade 5)

Module	User Experience Design
Study Programme	Media and Arts
Area of Competence	Interactive Media
Courses	User-Centered Design 5 cr User Interface and Usability 5 cr Service Design 5 cr User Experience Design Project 1 5 cr User Experience Design Project 2 5 cr
Link	https://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588
Supervisor of the module	Timo Kivikangas/ Kirsi Karimäki
Seats	25
Credits (LP/cr)	25 cr
Hours volume	1 cr = 27 h
Type of module	Optional
Semester / Level	School year 2-4
Time	Autumn semester
Frequency	Annually
Organisation roll	Weekly
Application condition	Media work methods course or Introduction to User Experience Design course or similar knowledge
Needed competencies	Basics of subject

Study content	See the course descriptions on curriculum: https://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588
Learning Outcomes	See the course descriptions on curriculum: https://opinto-opas-ops.tamk.fi/index.php/en/167/en/49588
Type of education	Lessons, team work, presentations, assignments.
Exam result	No tests, but assignments and the students submit their projects
Grade's calculus	1-5 (highest grade 5)

Module	**Emerging Media MA Studies**
Study Programme	Master's Degree in Emerging Media
Area of Competence	Emerging media
Courses	Discovering Emerging Media 1+2 10 cr Sustainable Value Creation 5 cr Art and Technology 5 cr Content Creation and Data 5 cr Free Choice Studies 5 cr Master's Thesis 10 cr
Link	https://opinto-opas-ops.tamk.fi/index.php/en/171/en/174792
Supervisor of the module	Leena Mäkelä
Seats	25
Credits (LP/cr)	60 cr
Hours volume	1 cr = 27 h
Type of module	Mandatory
Semester / Level	This mid-career Master's degree requires 2 years (24 months) of work experience after finishing one's Bachelor's degree studies
Time	Fall and spring semesters
Frequency	Every second year
Organisation roll	Monthly
Application condition	This mid-career Master's degree requires 2 years (24 months) of work experience after Bachelor's.
Needed competencies	This mid-career Master's degree requires 2 years (24 months) of work experience after Bachelor's.
Study content	https://opinto-opas-ops.tamk.fi/index.php/en/171/en/174792
Learning Outcomes	See individual course descriptions: https://opinto-opas-ops.tamk.fi/index.php/en/171/en/174792
Type of education	Higher vocational education
Exam result	No tests, but assignments and the students submit their project
Grade's calculus	1-5 (highest grade 5)

EMEX Modules at the Tampere University

Master's Degree Programme in Human-Technology Interaction

Module	General studies in Human-Technology Interaction (HTIYY)
Study Programme	Master's Degree Programme in Human-Technology Interaction
Area of Competence	general academic skills
Courses	A) General studies for international students Choose at least 12 ects C) General studies for students with education in Finnish and B.Sc. degree taken outside Tampere University Choose 9–18 ects C) General studies for students who have taken their B.Sc. degree at Tampere University Choose 1–11 ects Choose the compulsory course and possible elective courses
Link	https://www.tuni.fi/studentsguide/curriculum/modules/otm-d4a091fe-096b-44c3-9062-ece3df14b237?year=2019&activeTab=1
Supervisor of the module	head of degree program
Seats	unlimited
Credits (LP/cr/ects)	12-18 ects
Hours volume	324-486 on average
Type of module	Mandatory
Semester / Level	mostly 1-2, study planning and possible some other activies continues through Master Degree studies
Time	each course 1 period or less (4 periods per year)
Frequency	Annually, some available in each period
Organisation roll	Block / weekly, monthly, ...
Application condition	See Degree program rules
Needed competencies	Bachelor level
Study content	Personal Study Planning (1 ect) Finnish Elementary Course 1 (3ects) (for those who have not received their basic education in Finnish) Orientation (2 ects) Scientific Writing (5 ects) Study Skills - Basics of Information Literacy (1 cr)
Learning Outcomes	The aim of the study module "General studies" is to help the student start his/her studies and finish them successfully. Upon completion of "General studies" the student will ● understand what it takes to study at university level; ● know the structure of the Master's degree programme and how to plan the studies independently and in a responsible manner and how to take courses and where to get advice, and realised the importance of his/her independent work in making progress in studies; ● know how to seek information needed in M.Sc. studies; ● know how to use the IT services provided by the university;

	• know how to communicate in academic and working life and how to develop these skills independently.
Type of education	lectures, online materials
Exam result	most courses require participation, no exams
Grade's calculus	mostly pass/fail grading

Module	**Advanced studies in Human-Technology Interaction (HTIST)**
Study Programme	Master's Degree Programme in Human-Technology Interaction
Area of Competence	human-technology interaction, user interface design, user experience
Courses	Compulsory advanced courses in Human-Technology Interaction, at least 35 ects • Multimodal Interaction 5 ects • Interaction Techniques 5–10 ects • Emotions and Sociality in Human-Technology Interaction 5 ects • Experimental Research in Human-Technology Interaction 5 ects • Human-Technology Interaction Project Work 5–10 ects • Haptic User Interfaces 5–10 ects • Research Methods in HTI 5 ects • Information Visualization 5–10 ects • Methods in Human-Centered Design 5 ects • Cross-Cultural Design 5 ects • Human-Centered Product Development 5 ects • User Experience: Design and Evaluation 5 ects • Psychology in Human-Technology Interaction 5 ects
Link	https://www.tuni.fi/studentsguide/curriculum/degree-programmes/uta-tohjelma-1716?year=2019&activeTab=1
Supervisor of the module	Hannu-Matti Järvinen (faculty level), Markku Turunen/Kaisa Väänänen (program level)
Seats	unlimited
Credits (LP/cr/ects)	5 ects per course, some courses have optional part which extends them to 10 ects
Hours volume	most courses about 28 hours of lectures, 14 hours of exercises, 93 hours of self study
Type of module	Students must take at least 35 ects worth of the core courses but can freely choose which one
Semester / Level	semesters 1-4 of master degree studies
Time	most courses 1 period (4 periods per year), some 2 periods.
Frequency	Most courses annually, some semi-annually
Organisation roll	four study periods per year
Application condition	BSc degree, good command of English

Needed competencies	Degree in Computing, information technology, computer science, electrical engineering, software engineering or comparable
Study content	Multimodal Interaction, 5 ects • Human factors of different interaction modalities and multimodal interaction; • Devices and interaction technologies for multimodal interaction; • Tools and methods for multimodal applications; • Fusion and fission of different modalities; • Evaluation and user experience of multimodal interaction Interaction Techniques 5–10 ects The course introduces a collection of interaction techniques, technologies, and environments to provide comprehensive understanding of current and near future human-technology interaction on technical level. Interaction techniques are introduced within various interaction technology and use context related topics and are discussed in relation to models of human performance to develop modeling skills that help in evaluating the applicability, effectiveness and efficiency of interaction techniques. The optional project work consists of implementation and evaluation of an interaction technique (10 cu). Emotions and Sociality in Human-Technology Interaction 5 ects The course consists of a series of lectures and discussions about non-verbal communication, the neural and biological basis of communication and emotions, interconnections between emotions and cognition and motivation, and human-computer interaction. Experimental Research in Human-Technology Interaction 5 ects The course will consist of lectures on basics of experimental research, research ethics, overview of basic statistical methods, and scientific reporting. These skills are practiced as group work. In addition, students will study course literature, and will need to take a written exam. Human-Technology Interaction Project Work 5–10 ects • Human factors in pervasive settings • Devices and interaction technologies for pervasive interaction • Tools and methods for pervasive applications • Evaluation and user experience of pervasive interactive services. Haptic User Interfaces 5–10 ects The course is an introduction to haptic user interface technology and haptic research in general. The covered topics include an introduction to the human sense of touch, technologies for creating haptic interaction, and typical applications that utilize haptic interaction. The course includes practical exercises where students design and implement haptic stimulation. The basic course (5 cr) can be extended (10 cr) by carrying out an optional project work.

	Research Methods in HTI 5 ects The study material for the exam is announced by the instructor. Information Visualization 5–10 ects The course includes the following topics, but is not limited to them ● principles of information visualization ● interactive visualizations ● spoken, auditory, haptic and olfactory information presentation ● domain specific visualizations ● Advanced topics, such as XR and AI Methods in Human-Centered Design 5 ects The most common human-centered design (HCD) methods are learned both in theory and practice. The methods are introduced and discussed in weekly meetings and learned in practice during the course work in small design projects. The student will learn the most common HCD methods and techniques, including techniques for gathering, modeling and analysing user research data, methods for specifying and designing products and services, and principles of interaction and interface design, and prototyping. These include, among others, observation, interviewing, consolidating models for interaction, artifacts, physical and cultural models, affinity diagrams, personas, scenarios, sketching, storyboarding,wireframes, design patterns, interactive UI mock-ups etc. Cross-Cultural Design 5 ects Core content: ● The meaning of culture in designing and using technology ● The basic concepts of cross-cultural design ● Theories of cultural differences (e.g. meta-models and cultural models) and how they can be utilized in design ● Methods of cross-cultural design and evaluation in foreign cultures. Complementary knowledge: ● Familiarizes with theories of culture, different cultures and makes points of the culturally dependent aspects in the globalizing world ● Generates insights based on the basic concepts of cross-cultural design and communicates them actively with others in the course ● Interactively generate knowledge and insights about cultural differences ● Innovatively applies learned methods to cross-cultural design work in the course Human-Centered Product Development 5 ects ● Human-centered design (HCD) process,and user needs and requirements in product development. Knowing and choosing suitable basic HCD methods for different phases of product development. Gathering user and experience related information and simple analysis of the gathered data.

	• Human-centered design in lean product development. Methods based on HCD approach suitable for exploration of opportunities and needs, ideation, identifying and creating the value proposition, rapid prototyping, and testing with a learning launch. artifacts, and communication of value proposition. Creating artifacts, e.g., stakeholder map, story board, persona to support design activities based on the collected information. • The lifecycle of software product development project, the parts of the lifecycle and their meaning in interactive product development. • Phases of team formation. Functioning, communicating and collaborating in development teams. Roles of UX experts in product development. • Planning the human-centered design process in product development project together with the team members. Carrying out the work. • Identification and use of various sources of information for human-centered product development: academic, commercial, future technology trends, log data, competitive products, online and social media, and other relevant sources of information and inspiration. User Experience: Design and Evaluation 5 ects • Examples of user experience models and components. User experience model as a framework for design. • Experience-driven design approach. Setting and refining experience goals to guide design process. • Examples of user experience evaluation methods. Methods for evaluating emotions and experience goals. Applying methods in practice. • Concept design, prototyping and evaluation in practice. Complementary knowledge: • Other models of user experience. Similarities and differences between various models. • Other common experience design approaches. Similarities and differences between approaches. • Various questionnaire instruments for user experience evaluation Psychology in Human-Technology Interaction 5 ects Core content: • The foundations of psychology for human-centered design purposes. Overview of topics that matter in the design of interactive technology. • Characteristics of the human cognition, needs, emotions, motivation, communication and group behaviour. • Skills to apply basic knowledge of psychology in design with special focus in interactive technology. Complementary knowledge: • Detailed analysis and review of a specific psychological theme that the student may choose from several options.

	• Interaction skills with different kinds of people. Interviewing skills. Skills to elicit insight (e.g. requirements, needs, values) from people as users of information technology. • Skills of analysis about what psychological aspects need to be considered in specific contexts and with specific types of technology.
Learning Outcomes	Students having completed the Master's degree will • have a thorough command of some aspect of computer sciences • be familiar with scientific thinking and capable of applying scientific working methods in their own are of specialisation • be motivated for lifelong learning • be capable of undertaking scientific postgraduate studies • be capable of applying the knowledge acquired and of functioning in internationalizing working life • be capable of communicating in scientific situations • be conversant with the ethical norms of the field and apply these in their own work • Students having completed the Master's Degree Programme in Human-Technology Interaction will • know product development methods in theory and practice well enough to work independently in research and product development, • know user interface design and software development methods well enough to work as a HTI specialist in product development.
Type of education	lectures and exercises, some online courses, one book exam
Exam result	most courses graded 1..5
Grade's calculus	most courses are graded based on the exercises, some have exams

Module	Elective and other studies in Human-Technology Interaction (HTIE)
Study Programme	Master's Degree Programme in Human-Technology Interaction
Area of Competence	
Courses	Students can freely study any courses available in Tampere University and it is possible to include studies from other Finnish Universities via JOO arrangement and from other universities, e.g., via student exchange program. Students must have enough elective studies to have 120 ects for Master Degree together with general studies, advanced studies and Master Thesis (including thesis seminar). The list of courses below are courses which are options commonly chosen.
Link	https://www.tuni.fi/studentsguide/curriculum/modules/otm-b3cdc4c3-14ad-4a7f-8f90-83a99200e954?year=2019&activeTab=1
Supervisor of the module	Markku Turunen

Seats	unlimited
Credits (LP/cr/ects)	18–39 ects
Hours volume	486-1053 hours of work on average
Type of module	Mandatory
Semester / Level	1-4 of Master Degree studies
Time	most courses 1 period (4 periods per year)
Frequency	Most courses available annually, some semi-annually, some book exam type courses continuously
Organisation roll	Block / weekly, monthly, …
Application condition	Study admission, …
Needed competencies	
Study content	Usability Evaluation Methods, 5 ects • importance of usability evaluation in different stages of the of product development; • influence of different types of user interfaces and user groups in the selection of the methods; • ethical considerations in usability studies; • heuristic evaluation; • usability evaluation in the lab; • making a test plan; • conducting usability tests; • analysing and reporting; • team work skills. Advanced Course in Human-Technology Interaction, **1–10 ects** This is an advanced course in Human-Technology Interaction. The specific content of the course may vary annually. More detailed content to be announced annually in the teaching schedule. Fundamentals of Human-Technology Interaction, 5 ects • Foundations of Human-Technology Interaction (HTI); • Basic concepts of HTI in relation to design, implementation and evaluation of interactive systems; • Basics of human-factors in Human-Technology Interaction; • Usability, user experience and experimental evaluation methods. User Experience in Robotics, 5 ects Advanced Course in Human-Technology Interaction: Service Design, at least 5 ects **The course presents the core ideas and principles of service design and design thinking, as well as their application to HTI development.** **The course consists of five workshops and one book, from which an essay is written:** 1) Principles of service design and design thinking 2) Key methods in service design 3) Using participatory design methods in HTI 4) Service design for technology and knowledge-intensive business environments

	5) Digital services and user orientation Advanced Course in Human-Technology Interaction: Speech and Audio Interaction, at least 5 ects ● Speech-based human-technology interaction ● Speech and audio applications ● Fundamentals of speech and audio technology ● Conversational interfaces ● Non-speech audio (e.g., auditory icons, earcons, music, auralization, soundscapes) Advanced Course in Human-Technology Interaction: Player and User Studies, at least 5 ects This study module introduces to the student the broad field of player and user studies, and the related concepts, theories and methods Contents: Use and usability of games and services; playability and game experience; player demographics and typologies; user culture research methods, from etnography to commercial user metrics; player and user motivation research; transgressive uses of systems; playful use; user experience; social media usage and games; user-centered design; modifications; user-created content; inclusive and participatory design; crowdsourcing. Gamification: A Walkthrough of How Games Are Shaping Our Lives, 5 ects Principles of Usability, User Experience and User Interfaces, 5 ects The course covers basic introduction to user-centered design, the humans as technology users, and guidelines for good design. Modalities for input and output and various use contexts are discussed. The main emphasis is on graphical user interfaces. GUI controls and interaction techniques are presented with the help of platform style guides and design patterns. Donald Norman's principles of good design and the Action cycle, and Jakob Nielsen'?s Heuristic Evaluation are applied as expert evaluation tools. The study material for the exam is to be announced by the instructor and links to the material is to be provided in Moodle, the learning environment. Moodle contains links to video material and demos together with readings and assignments . Internship, 2–10 ects Working in the field of computer sciences.
Learning Outcomes	● Upon completion of the study module "Elective and other studies", the student will have broadened the skills and knowledge obtained during the compulsory studies of the Master's Degree Programme in Human-Technology Interaction. ● The module "Elective and other studies" enables the student to acquire skills and knowledge according to the his/her own

	targets and according to his/her academic and professional interests.
Type of education	lectures, exercises, project works, online courses, other
Exam result	
Grade's calculus	

EMEX Modules at the University of Lincoln

Study Programmes: BA Media Production / BA Media Studies

Module	Introduction to Digital Media and Innovative Design (MED1272M)
Study Programme	BA Media Production
Area of Competence	Introduction to skills and practice
Courses	-
Link	https://spark.adobe.com/page/b2CUTJDTs43dN/?ref=https%3A%2F%2F
Supervisor of the module	Graham Cooper
Seats	-
Credits (LP/cr)	30 credits (15 etcs)
Hours volume	Workshop Sessions 12 x 3 Hours (36) Practice Sessions 12 x 3 Hours (36) Independent Study (Average of 6.5 hours per week) (78)
Type of module	Core - Skills introduction and Practice
Semester / Level	Semester B / level 1
Time	1 semester
Frequency	annual
Organisation roll	-
Application condition	-
Needed Competencies	No pre requisites
Study content	This practice-based module develops introductory levels of expertise in digital media production and innovative design practices via a series of short and intensive assignments that encourage exploratory and creative practice. The module will provide a platform for students to work with techniques and processes that will meet a brief and also establish transferable skills that can be utilised across all media pathways. This module will form a valuable basis for continued study and exploration at Level 2 DMID, by defining the practice pathway and establishing a studio-based, collaborative philosophy to support creative problem solving and professional practice. This module aims to provide a basic toolkit to facilitate and introduce students to core principles of design and digital media practice. As a vehicle from which to develop and demonstrate acquired skills students will be tasked with creating a small collection of screen based outputs that denote their understanding of genre, style, form and function. Key skills therefore include but not exhaustively, the following: • Photomanipulation practices • Typography, design and colour • 2D compositing and chroma-keying • Time-based graphics • Digital storytelling, genre, style and target audience

Learning outcomes	LO1 - Discuss design principles across a range of media artefacts LO2 - Identify technical practices to create visual content for media artefacts LO3 - Recognise genre, aesthetic traditions, formats and their characteristics LO4 - Review new knowledge, personal development and own professionalism
Type of education	Workshops
Exam result	Coursework / Portfolio
Grade's calculus	-

Module	**Digital Media Practice (MED2276M)**
Study Programme	BA Media Production
Area of Competence	Skills Acquisition and application
Courses	-
Link	Semester A: https://spark.adobe.com/page/fL4QVYC12O8pY/ Semester B: https://spark.adobe.com/page/6ISpGve4UhI8P/
Supervisor of the module	James Field
Seats	-
Credits (LP/cr)	30 Credits (15 etcs)
Hours volume	Workshops (x24 @ 3 hours each, a mix of online and teaching on campus) (72) Individual Study (suggested around 9.5 hours per week) (228) Total 300
Type of module	Optional (Core DMID pathway)
Semester / Level	Sem A+B / Level 2
Time	2 Semesters
Frequency	Annual
Organisation roll	-
Application condition	-
Needed Competencies	Pre requisites: Introduction to DMID DMID pathway Student
Study content	This practice-based module builds upon the skills introduced at level 1 in the module entitled Introduction to DMID and complements the advanced design skills developed in the level 2 entitled module Innovative Design Practice. Here, students will continue to develop expertise in digital media production areas to a more advanced level via a series of short and intensive assignments that encourage exploratory and creative practice. A series of short, intensive assignments encourage exploratory and creative practice fostering exploration and application of new and emerging tools and technology. Such tools are at the

	heart of the interconnected areas of film, animation, games and VFX. The module will provide a framework for students to critique and research evolving techniques and practices, linking academic disciplines with professional fields. The aim is to enable students to be smart, adaptable, self-facilitating media practitioners who can put their varied practice into the context of real-world parameters, and can then produce relevant and creative responses, with a holistic multi-platform/multifaceted mindset.
Learning outcomes	LO1 Research and develop a digital media product LO2. Demonstrate acquisition of transferable skills including project planning, communication and problem solving LO3. Realise a digital media product utilising a range of software and output platforms to an appropriate level LO4. Conduct themselves appropriately in a professional context LO5. Critically evaluate and reflect upon outcomes, personal development and learning experience
Type of education	Workshops
Exam result	Coursework Portfolio / Report
Grade's calculus	-

Module	Independent Project (MED2278M)
Study Programme	BA Media Production
Area of Competence	Self facilitated skills acquisition, project and time management
Courses	-
Link	https://spark.adobe.com/page/bMDMeFfK23KAe/?ref=https%3A%2F%2F
Supervisor of the module	James Field
Seats	-
Credits (LP/cr)	15 Credits (7.5 Etcs)
Hours volume	Workshops (x4 @ 3 hours each) (12) Tutorials (x8 @ 3 hour each) (24) Individual Study (suggested around 9.5 hours per week) (114)
Type of module	Optional (Core DMID pathway)
Semester / Level	Sem B / Level 2
Time	1 Semester
Frequency	Annual
Organisation roll	-
Application condition	-
Needed Competencies	Pre requisites: Introduction to DMID DMID Pathway student
Study content	This 15 credit module acts as a platform for students to devise, plan and undertake an individual project framed as a media experiment. This is an opportunity to further explore the skills and practices previously covered within the course to date, or to pursue a line of practical enquiry of their own devising.

	Students are to propose and undertake a media experiment. This experiment is to allow them to try new areas of DMID and learn new or develop existing skills. The focus and assessment of this experiment is not based entirely on an end product - although an output will be produced by course. Instead, the focus with this project is primarily on the process students undertake, which will include: problem solving, development of their skills and communicating their findings. Students will need to officially log their progress and development as evidence of this. In terms of communicating their findings, students will share their experience in the form of a short tutorial video, or video reflection on their learning, between 2 – 5 minutes in duration. This video can then be shared with an appropriate community. The content of the video can either focus on a selected aspect of their learning or the entire process, depending on the complexity and breadth of the skill they will be sharing. This module and brief has been designed to encourage a "fail fast" approach to project work and reward iterative development of skills and experiences within DMID.
Learning outcomes	LO1 - Combine new skills and knowledge in the creation of a media output LO2 - Demonstrate the effective documentation of the development process LO3 - Communicate acquired knowledge effectively to an audience in an appropriate way LO4 - Reflect upon outcomes, personal development and learning experience
Type of education	Independent skills development, reflection and evaluation
Exam result	Coursework portfolio + report
Grade's calculus	-

Module	**Technical Workflows (MED2281M)**
Study Programme	BA Media Production
Area of Competence	Technical Knowledge acquisition and experimentation
Courses	-
Link	
Supervisor of the module	Jon Holmes
Seats	-
Credits (LP/cr)	15 Credits (7.5 etcs)
Hours volume	Lecture (x12 @ 1 hour each) (12) Workshops (x12 @ 3 hours each) (36) Independent Study (suggested around 8.5 hours per week) (102) Total 150 hours

Type of module	Optional (Core DMID pathway)
Semester / Level	Sem A / Level 2
Time	Semester A
Frequency	Annual
Organisation roll	-
Application condition	-
Needed Competencies	Pre requisites: Introduction to DMID DMID Pathway student
Study content	This module will facilitate the understanding of technical workflows that will underpin student's content creation from this point onward. At the heart of all high-end media content creation, experimentation and problem solving is a technical pipeline or workflow. This module will allow students to experience, test and experiment with various technical pipelines and methodologies to build a tool kit that they can utilise, develop and expand upon throughout the rest of their degree work and beyond that into their professional careers. As a vehicle from which to study and explore these core fundamentals, students will conduct a series of practice-based experiments and tests across varying but interrelated fields within DMID. This module will embrace the procedural nature of emerging media pipelines and how this impacts on all media outputs. Important skills and methodologies for effective fault finding, iteration and problem solving are embedded throughout.
Learning outcomes	LO1. Demonstrate an understanding of effective technical pipeline management and workflows across varied media outputs LO2. Use monitoring and ratification tools to assess the technical quality and accuracy of media artefacts LO3. Apply established industry technical standards and formats LO4. Evaluate technical practices and reflect upon them
Type of education	Theory as Practice workshops
Exam result	Coursework: Portfolio / Report
Grade's calculus	_

Module	**Critical Making (MED2274M)**
Study Programme	BA Media Production
Area of Competence	Research & Production Practices
Courses	-
Link	https://spark.adobe.com/page/jcnFZc4nO4aDN/
Supervisor of the module	Martyn Thayne
Seats	-

Credits (LP/cr)	15 Credits (7.5 ects)
Hours volume	Lecture (x12 @ 1 hour each) (12) Workshops (x12 @ 3 hours each) (36) Independent Study (suggested around 8.5 hours per week) (102) Total 150 hours
Type of module	Optional (Core DMID Pathway)
Semester / Level	Semester A / Level 2
Time	1 Semester
Frequency	Annual
Organisation roll	-
Application condition	-
Needed Competencies	Pre requisites: Introduction to DMID DMID Pathway student
Study content	This module aims to bridge the divide between theory and practice by positioning research-informed media production as a mode of critical inquiry. Throughout the module students will be encouraged to experiment with a range of media concepts, tools and practices in response to contemporary issues in society. Students will draw upon their experiences and shared knowledge of digital media culture, providing an opportunity to situate relevant scholarly debates in the development of their creative practice. Students will produce a digital portfolio of media-art projects, including works-in-progress, concept visualisations, prototypes and supporting research. They will then reflect critically on this process by producing an essay that examines the key ideas, concepts and academic theories that underpin their practice.
Learning outcomes	L01: Develop creative responses to contemporary social L02: issues in a range of media L03: Evidence research-informed practice Communicate ideas in an academic context L04: Critically reflect upon their personal and professional development, learning experiences and creative practice
Type of education	Ideation and Conceptual Development, Practice Workshops, Academic Scholarship Skills and Critical Reflection
Exam result	Portfolio & Essay
Grade's calculus	-

	Contemporary Media Practice 3 (MDS2003M)
Study Programme	BA Media Studies
Area of Competence	Research & Production Practices
Courses	-
Link	https://spark.adobe.com/page/yEHCvtZceqeM4/

Supervisor of the module	Martyn Thayne
Seats	-
Credits (LP/cr)	30 Credits (15 ects)
Hours volume	Workshops (x24 @ 3 hours each, a mix of online and teaching on campus) (72) Individual Study (suggested around 9.5 hours per week) (228) Total 300
Type of module	Core module
Semester / Level	Semester A+B / Level 2
Time	2 Semesters
Frequency	Annual
Organisation roll	-
Application condition	-
Needed Competencies	Pre requisites: Contemporary Media Practice 1 & 2 (or equivalent foundation skills in design and audio-visual production)
Study content	Contemporary Media Practice 3 builds on the media practice and design skills introduced at Level 1 of the BA Media Studies degree, as well as introducing students to a range of new approaches that aim to support and develop their digital media literacy. Throughout the module students are exposed to new and emerging forms of media practice and creative problem-solving, alongside the practical application of critical thinking in response to contemporary digital culture. Students work both individually and in partnership with other students on a series of trans-media projects that address the key social, political and cultural concerns of the 21st century. Students engage with these issues laterally through a series of discovery-based workshops, synthesizing research and debates about contemporary digital culture in the formation of their practice.
Learning outcomes	LO1: Interpret, develop and realise distinctive and creative work within various forms of contemporary media LO2: Analyse the role which community and participatory media forms may play in contributing to cultural debate and contesting social power LO3: Draw upon and bring together ideas from different sources of knowledge and from different academic contexts LO4: Draw and reflect upon the relevance and impact of your own cultural commitments and positioning to the practice of collaborative research and co-production LO5: Reflect on new knowledge, personal development and learning experiences
Type of education	Ideation and Conceptual Development, Practice Workshops, Critical Reflection
Exam result	Coursework (Portfolio/Blog)
Grade's calculus	-

Module	Contemporary Media Practice 4 (MDS3006M)
Study Programme	BA Media Studies
Area of Competence	Research & Production Practices
Courses	-
Link	30 Credits (15 ects)
Supervisor of the module	Martyn Thayne
Seats	-
Credits (LP/cr)	30 credits (15 ects)
Hours volume	Workshops (x24 @ 3 hours each, a mix of online and teaching on campus) (72) Individual Study (suggested around 9.5 hours per week) (228) Total 300
Type of module	Core modules
Semester / Level	Semester A & B / Level 2
Time	2 Semesters
Frequency	Annual
Organisation roll	-
Application condition	
Needed Competencies	Pre requisites: Contemporary Media Practice 3 (key skills creative-problem solving, collaboration and communication skills, transmedia storytelling and production)
Study content	This module extends an opportunity to students to comprehensively explore the inherent promise and challenge of designing for digital contexts and concerns (in all their social, economic and cultural complexity) without dismissing still pertinent issues relating to analogue forms. In this, it seeks to reinforce a research-engaged ethos which looks outwards to the world at large and acknowledges a diversity of interests. It will not rigidly prescribe specific themes for study but will encourage students to take responsibility and negotiate them with tutors. After the 'lab' experience which provided the focus for Contemporary Media Practice (3), students will be expected to be sufficiently prepared to be able to play a major role in determining their own themes, structuring their own activities and sustaining arguments culminating in a substantial body of work completed to a professional standard. Work within this module will balance a requirement for idea-generation with intuitive problem solving in order to enable actualisation of feasible projects.
Learning outcomes	LO1: Critical exploration of matters that are new and emerging, drawing upon a variety of personal skill and academic/non-academic sources LO2: Production of work to a high standard which is informed by, and contextualized within, relevant theoretical issues and debates. LO3. Initiation, development and realisation of distinctive creative work within various forms of writing and audiovisual media.

	LO4. Ability to independently experiment with forms, conventions, languages, techniques and practices LO5. Show insight into a range of attitudes and values arising from the complexity and diversity of contemporary media, culture and society, and demonstrate ability to critically evaluate these
Type of education	Ideation and Conceptual Development, Practice Workshops, Critical Reflection, Project Management,
Exam result	Coursework (Portfolio/Blog)
Grade's calculus	-

APPENDIX | Matrix: Modules – Framework

This overview presents the extent to which the EMEX modules cover the identified knowledge and competences listed in the EMEX Curriculum Framework (A2.1).