

MODULE HANDBOOK

for the Study Program
DIGITAL NARRATIVES (M.A.)

at ifs internationale filmschule köln

Version: October 13th, 2016

Content

Digitality & Change 1	3
Digitality & Change 2	4
Digitality & Change 3	5
Narratives & Methods 1	6
Narratives & Methods 2	7
Narratives & Methods 3	8
Project 1	9
Project 2	10
Project 3	11
Project 4	12
Master's Thesis	13

Module	Digitality & Change 1			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Digitality 1 (Seminar)	6	6	3
	Change – Review (Seminar)	6	10	4
Workload/Credits		12	16	7
Semester	First semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Analysis of historical media developments and changes • Reflection on own artistic work based on media theory • Expansion of communication skills and establishment of an academic and artistic culture of discourse in a cross-cultural environment 			
Content	<p>In the module <i>Digitality & Change 1</i>, project-related milestones of media history are revisited and analyzed in depth. The focus is on digital media production and the social, technological and artistic processes of change it has caused. New possibilities of communication via mobile systems as well as permanently open feedback channels enable communicative ubiquity and reversibility, and also lead to changes in the relationship between artist, artwork and user.</p> <p>In this context, students are asked to define their own cultural, social and media theory questions that are relevant to their projects, and to explore these independently and in group discussions. In particular, they are expected to develop their own stance as an artist in the digital age and at the same time to question this role.</p>			
Type of Examination and Credit Requirements	Overall exam (term paper, project, presentation) – graded			
Percentage of Final Grade	5,8 %			
Responsible for Module	Professor for Digital Narratives – Theory			
Lecturers	Prof. Dr. Gundolf S. Freyermuth, Prof. Dr. Nanna Heidenreich, Katharina Tillmanns			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Digitality & Change 2			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Digitality 2 (Seminar)	6	6	3
	Change – Perspective (Seminar)	6	10	4
Workload/Credits		12	16	7
Semester	Second semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Advanced skills in linear and non-linear as well as cross-platform narration and in the corresponding media theories • Proficiency in integrating the above-mentioned skills into project work • Ability to examine and if necessary question own artistic and academic theses by applying social or ethical findings 			
Content	<p>In the module <i>Digitality & Change 2</i>, project-related discourses on media theory and digitalization will be further examined and analyzed. The digital production and reception of linear and non-linear as well as cross-platform dramaturgies will be the main focus here. Students will deepen their knowledge of this specific aesthetic practice based on select models and theories. They will cover receptive behavior, user research and user experience, and where appropriate may apply this knowledge in shaping their projects.</p> <p>At the same time, while reflecting on their projects and their artistic positions, students will receive further cultural, social and academic input. They will be encouraged to scrutinize their previous theses and, if necessary, to modify them.</p>			
Type of Examination and Credit Requirements	Overall exam (term paper) – graded			
Percentage of Final Grade	5,8 %			
Responsible for Module	Professor for Digital Narratives – Theory			
Lecturers	Prof. Dr. Nanna Heidenreich, Clemens von Wedemeyer, Karin Lingnau, Dr. Christian Faubel, Alistair Alexander			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Digitality & Change 3			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Digitality 3 (Seminar)	4	8	3
	Change – Narratives for change (Seminar)	4	8	3
Workload/Credits		8	16	6
Semester	Third semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Independent development of new models of thinking based on own research questions • Explanation and where appropriate defense of one's own model of thinking within an artistic and academic discourse 			
Content	<p>The module <i>Digitality & Change 3</i> aims to prepare and flank the final projects from a media theory and media art perspective. Students will review central aspects and findings from their earlier studies and will receive input to help deepen their projects.</p> <p>In addition, students will examine their roles as artists in the digital age and will reflect upon their project's contribution to the social discourse surrounding digitalization.</p>			
Type of Examination and Credit Requirements	Overall exam (oral exam) – graded			
Percentage of Final Grade	5,0 %			
Responsible for Module	Professor for Digital Narratives – Theory			
Lecturers	N.N.			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Narratives & Methods 1			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Narratives 1 (Seminar)	8	8	4
	Methods 1 (Seminar)	8	8	4
Workload/Credits		16	16	8
Semester	First semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Knowledge of dramaturgical models (linear and non-linear) • Expansion of existing knowledge of audiovisual creation • Applied knowledge of agile work methods • Proficiency in legal frameworks for cross-platform projects 			
Content	<p>Students will acquire knowledge of dramaturgical models that are relevant for their projects, and will gain insights into the characteristics of non-linear narration. Furthermore, they will become familiar with the principles of platforms and will expand on their basic knowledge of audiovisual design.</p> <p>To support their project work, students will be instructed in basic methods enabling an agile work method. In addition, students will learn about the legal frameworks for their projects.</p>			
Type of Examination and Credit Requirements	Overall exam (term papers, presentations) – graded			
Percentage of Final Grade	6,7 %			
Responsible for Module	Professor for Digital Narratives – Art & Design			
Lecturers	Prof. Lena Thiele, Keith Cunningham, Jörg Friedrich, Marijn Goossens, Arne Ludwig			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Narratives & Methods 2			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Narratives 2 (Seminar)	8	8	4
	Methods 2 (Seminar)	8	8	4
Workload/Credits		16	16	8
Semester	Second semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Deeper knowledge of and ability to analyze non-linear and cross-platform narrative forms and techniques • Specialized applied knowledge of audiovisual creation • Definition and application of additional project management tools • Advanced applied knowledge of business theories and models 			
Content	<p>In the module <i>Narratives & Methods 2</i>, students will focus on non-linear and cross-platform narrative forms and techniques based on the requirements of their own project work. Additionally, they will expand and deepen their existing knowledge of audiovisual creation and will learn new methods of agile project work. This newly acquired applied knowledge may be integrated into the conception and later realization of their project.</p> <p>Students will also deepen their knowledge of the business aspects of their projects (distribution, evaluation, copyrights) and based on this will design a first version of a business model.</p>			
Type of Examination and Credit Requirements	Overall exam (work sample) – graded			
Percentage of Final Grade	6,7 %			
Responsible for Module	Professor for Digital Narratives – Art & Design			
Lecturers	Prof. Lena Thiele, Joel Dittrich, Jörg Ihle, Dominik Hochwald, Christoph Brosius, Joerg Bange, Ama Walton, Timo Maier, Tobias Schiwek			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u> Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Narratives & Methods 3			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Narratives 3 (Seminar)	8	4	3
	Methods 3 (Seminar)	6	6	3
Workload/Credits		14	10	6
Semester	Third semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Ability to create a viable business model • Comprehensive knowledge of the creation and production of narrative concepts for cross-platform projects 			
Content	The module <i>Narratives & Methods 3</i> provides support for the projects in terms of narrative design and the finalization of a business model. Students will receive input to deepen their understanding of their projects as well as individual feedback.			
Type of Examination and Credit Requirements	Overall exam (work sample) – graded			
Percentage of Final Grade	5,0 %			
Responsible for Module	Professor for Digital Narratives – Art & Design			
Lecturers	N.N.			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Project 1			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Version 1 – Research (Project)	12	48	15
Workload/Credits		12	48	15
Semester	First semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Aptitude to conduct independent artistic research • Ability to analyze complex technological, social, ethical and artistic correlations and to integrate these findings into own project work 			
Content	<p>With the advice of a mentor of their choice, students will research their subject and the technical approach to their project. In addition, they will define their project in relation to other thematically and/or technically similar projects.</p> <p>Based on these independently generated findings, students will continue developing their project ideas both thematically and technically, thus bringing them to greater maturity.</p>			
Type of Examination and Credit Requirements	Overall exam (work sample and documentation) – graded			
Percentage of Final Grade	12,5 %			
Responsible for Module	Professor Digital Narratives – Theory // Professor for Digital Narratives – Art & Design			
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Lena Thiele, Paul Tyler			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Project 2			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Version 2 – Development (Project)	12	48	15
Workload/Credits		12	48	15
Semester	Second semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Further development of a creative vision for a project • Preparation of a business concept • Planning, motivating and leading an interdisciplinary team 			
Content	<p>Students will develop new questions in order to apply these to their projects. They will integrate new impulses and findings from their studies into their reflections, and will prepare a concept for a multi-perspective project design. To do so, they will focus on other forms of media expression and/or platforms and will learn to adapt their project idea to other media – narratively, technically, and visually. This process will be mentored.</p> <p>The project development will culminate in a viable concept.</p>			
Type of Examination and Credit Requirements	Overall exam (work sample) – graded			
Percentage of Final Grade	12,5 %			
Responsible for Module	Professor Digital Narratives – Theory // Professor for Digital Narratives – Art & Design			
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Lena Thiele, Prof. Hajo Schomerus, Christoph Brosius, Kirsten Loose, Françoise von Roy, Corinna Nilson			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Project 3			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Version 3 – Implementation (Project)	10	62	18
Workload/Credits		10	62	18
Semester	Third semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Ability to implement the planned project by applying acquired knowledge and skills 			
Content	Students will realize their projects with the help of mentoring from professors and/or lecturers.			
Type of Examination and Credit Requirements	Overall exam (work sample) – graded			
Percentage of Final Grade	15,0 %			
Responsible for Module	Professor Digital Narratives – Theory // Professor for Digital Narratives – Art & Design			
Lecturers	N.N.			
Preparation (Reading List etc.) and Further Information	<u>Literature:</u> Further details on reading lists and additional information will be provided at the beginning of the semester or course.			

Module	Project 4			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Version 4 – Presentation (Projekt)	10	10	5
Workload/Credits		10	10	5
Semester	Fourth semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Presentation of own work at an internal presentation 			
Content	Students will present their own projects in front of their lecturers and fellow students from the course in order to prepare for an industry presentation after graduation.			
Type of Examination and Credit Requirements	Overall exam (presentation) – graded			
Percentage of Final Grade	4,2 %			
Responsible for Module	Professor Digital Narratives – Theory // Professor for Digital Narratives – Art & Design			
Lecturers	N.N.			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u> Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			

Module	Master's Thesis			
Type of Module	Compulsory Module			
Module Components	Title of Course (Type of Course)	Contact Time in days	Self-Study in days	Credits
	Thesis	0	88	22
	Colloquium (Oral examination)	1	11	3
Workload/Credits		1	99	25
Semester	Fourth semester			
Duration of Module	One semester			
Frequency Offered	Every two years			
Prerequisites	None			
Qualification Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Independent academic and theoretical work 			
Content	Students will compose an academic and theoretical master's thesis that will deepen the theoretical dimension of their project or will treat a theme derived from the project.			
Type of Examination and Credit Requirements	Cumulative exam (successful completion of Master's Thesis and oral examination) – graded			
Percentage of Final Grade	20,8 %			
Responsible for Module	Professor Digital Narratives – Theory // Professor for Digital Narratives – Art & Design			
Lecturers	N.N.			
Preparation (Reading List etc.) and Further Information	<p><u>Literature:</u></p> <p>Further details on reading lists and additional information will be provided at the beginning of the semester or course.</p>			