

MODULE HANDBOOK

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

at ifs internationale filmschule köln

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Module	Digitality & Change 1		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact Hours	Self-Study hours
	Introduction to Digital Culture	15	15
	Media Theory 1: New Media?	15	45
	Clash of Realities - Conference	15	15
	Analysis and Aesthetics of Digital Media 1	15	105
Over all Workload (h)	240		
ECTS	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"> • Evaluation and contextualization of contemporary phenomena in digital media formats and culture • Research skills and methods for theoretical and analytical thinking • Critical thinking and engaged inquiry using the skillset for informed argumentation • Graduate level academic writing skills • Graduate level analytical, editorial and evaluation skills of scholarly and other sources • Expansion of verbal and digital communication skills and establishment of an academic and artistic culture of discourse in a cross-cultural environment 		
Content	<p><i>Digitality & Change 1</i> introduces key media theoretical debates focusing on digitality, digitization, digital transformation (or disruption), and digital culture. Through relevant artistic and theoretical examples, students will gain insights into historical developments and current debates. They learn how to research and contextualize digital media practices, discourses and ongoing processes of digital transformations from historical, social, economic, and transnational perspectives.</p> <p>This module consists of two key knowledge areas:</p> <ul style="list-style-type: none"> - analysis and aesthetics of digital media, and - media theory. <p>Each area of knowledge will continue to be expanded in iterations in further <i>Digitality & Change</i> modules throughout the program.</p> <p>The first semester will specifically focus on terminologies and debates on new media, post media, and the concept of remediation. The analysis and aesthetics of digital media forms and formats introduces students to a variety of different case studies with a special focus on the status of the digital image. Students are asked to examine their own cultural, social and media theory questions relevant to their projects. They are asked to explore these independently and in group discussions according to academic standards.</p>		
Teaching Methods	Seminars, lectures		
Category of Module Examination	Overall examination		
Examination	Term paper (12 – 15 pages / 4,000 – 5,000 words) – graded		
Credit Requirements	Term paper, discussion		
Percentage of Final Grade	6,7 %		
Responsible for Module	Professor for Digital Narratives – Theory		
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Dr. Gundolf S. Freyermuth, and/or others		
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	Digitality & Change 2		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact Hours	Self-study hours
	Media Theory 2: Connectivity and Access	10	80
	Digital Commons	10	20
	Analysis and Aesthetics of Digital Media 2	10	110
Over all Workload (h)	240		
ECTS	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"> • Critical analysis of media theory discussions on networks, connectivity and commons • Advanced proficiency in recognizing looped structures as a basic form in all digital formats • Expanded research skills including bridging theoretical and practical work • Ability to apply critical analysis and background research techniques to project work • Accomplished academic writing skills 		
Content	<p>In the module <i>Digitality & Change 2</i>, media theoretical discourses will focus specifically on connectivity, access, infrastructure and network structures as a core aspect of global online media, as well as digital commons, while focusing on the tension between new digital public spheres and commodification, control and privatization.</p> <p>The analysis and aesthetics of digital media will focus on looped structures as a basic element of digitality, in software, in algorithms, in sampling, in moving image practices, and as ubiquitous aspects of digital media. The close connection between theoretical reflection and practical approaches will allow students to learn about, and critically assess a variety of new forms of creative digital production and distribution.</p>		
Teaching Methods	Seminars		
Category of Module Examination	Weighted module component examinations		
Examination	Term paper (approx. 15 pages), presentation (approx. 20 minutes) – graded		
Credit Requirements	Term paper, presentation, discussion		
Percentage of Final Grade	6,7 %		
Responsible for Module	Professor for Digital Narratives – Theory		
Lecturers	Prof. Dr. Nanna Heidenreich, José Herranz Rodriguez, Maya Indira Ganesh, and/or others		
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	Digitality & Change 3		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact Hours	Self-Study hours
	Media Theory 3	15	105
	Analysis and Aesthetics of Digital Media 3	15	105
Over all Workload (h)	240		
ECTS	8		
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"> • Critical analysis and scholarly implementation of theoretical knowledge in project work • Critical engagement with current socially and politically relevant themes in digital culture • Highly proficient academic writing skills 		
Content	<p>The module <i>Digitality & Change 3</i> allows both media theoretical discourse and the analysis and aesthetics of digital media to focus on socially and politically relevant questions as well as on urgent disputes on digitality. These discussions and seminars include topics such as; climate change, communication, eco media, animal perspectives, post-humanism, futurity (for example; afro-futurism), feminist and postcolonial theory.</p> <p>The classes in this module intersect with the <i>Narratives 3</i> and <i>Methods 3</i> classes as inquiries of “immersion”. Through critical discussions, they engage the students both from theoretical and practical perspectives. These aims prepare and flank the final projects and thesis, both from media theory and media art perspectives by guiding the students while they build thesis questions with critical thinking.</p>		
Teaching Methods	Seminars		
Category of Module Examination	Weighted module component examinations		
Examinations	Term paper (approx. 10 pages), presentation (approx. 30 mins) – graded		
Credit Requirements	Term paper, presentation		
Percentage of Final Grade	6,7 %		
Responsible for Module	Professor for Digital Narratives – Theory		
Lecturers	Prof. Dr. Nanna Heidenreich and/or others		
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 1		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact Hours	Self-Study hours
	Theoretical Perspectives on Digital Narratives 1	5	200
	Audience and Formats 1	10	
	Storytelling and Dramaturgy 1	15	
Human Machine Interface 1	10		
Workload/Credits	240		
ECTS	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"> • Graduate level analytical and evaluation skills of non-scholarly publications and artistic case studies influencing the contemporary discourse on digital narratives • Expansion of existing knowledge of contemporary artistic audiovisual creation in the field of digital narrative • Ample knowledge of audience centered design strategies, for format development • Basic knowledge of interactive and branching storytelling forms and dramaturgies • Gain insight into the history and development of Human Machine Interface • Expansion of verbal and digital communication skills and establishment of an academic and artistic culture of discourse in a cross-cultural and interdisciplinary environment 		
Content	<p>This module consists of three key knowledge areas:</p> <ul style="list-style-type: none"> - Storytelling and dramaturgy in digital media - Audience centered design strategies and formats - Human Machine Interface <p>Each area of knowledge will continue to be expanded in iterations, in further <i>Narrative</i> modules throughout the program.</p> <p>In the module <i>Narratives 1</i>, students will be introduced to the theoretical foundations of digital narratives and the current state of affairs within related academic and artistic fields.</p> <p>This module focuses on linear and branching dramaturgies and practices of interactive works. Through the analysis of current international artistic works from different fields of digital narratives, students will be exposed to a variety of case studies and dramaturgical, technological and communication strategies.</p> <p>Furthermore, they will become familiar with the principles of audience centered design strategies to develop formats for digital platforms and will expand on their basic knowledge of audiovisual design.</p>		
Teaching Methods	Seminars		
Category of Module Examination	Overall examination		
Examination	Presentation (approx. 30 mins) – graded		
Credit Requirements	Active participation, presentation		
Percentage of Final Grade	6,7 %		
Responsible for Module	Professor for Digital Narratives – Art & Design		
Lecturers	Prof. Lena Thiele, Prof. Dr. Gundolf S. Freyermuth, Martin Ganteföhr, Dr. Nicolò Gallio, Prof. Dr. Cécilie Le Prado, Tom Schlesinger and/or others		
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 2		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact Hours	Self-Study hours
	Theoretical Perspectives on Digital Narratives 2	5	130
	Audience and Formats 2	5	
	Storytelling and Dramaturgy 2	30	
	Human Machine Interface 2	10	
Overall Workload	180		
ECTS	6		
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"> • Comprehensive knowledge of current research and theories that determine and influence the academic discourse of digital narratives with a focus on transmedia and storyworld building • Deeper knowledge of and ability to analyze non-linear and cross-platform narratives and techniques based on dramaturgy, audience building and storyworld design • Advanced knowledge of audience participation and activation • Advanced proficiency in transmedia strategies and storyworld building • Proficiency in interactive / branching storytelling forms and dramaturgies. 		
Content	<p>Building on a foundation of digital storytelling theories, students continue their search for new ways of thinking in a changing media landscape, and new languages in digital narrative formats.</p> <p>The second semester expands on key areas of medial art introduced in the first semester and takes digital storytelling to the next level, including narrative systems, transmedia storytelling, and storyworld building.</p> <p>Contemporary case studies provide a deeper understanding of the different approaches and strategies of dramaturgy used in different industries.</p> <p>Students will also strengthen their understanding regarding the behavioral characteristics of inter-connected audiences and will gain insight in the narrative and technological specifics of immersive technologies such as VR and AR with a focus on spatial storytelling.</p>		
Teaching Methods	Seminars, exercises		
Category of Module Examination	Overall examination		
Examination	Presentation (approx. 30 mins) – graded		
Credit Requirements	Active participation, presentation		
Percentage of Final Grade	5,0 %		
Responsible for Module	Professor for Digital Narratives – Art & Design		
Lecturers	Prof. Lena Thiele, Martin Ganteföhr, Joerg Bange, Dr. Nicolo Gallio, Kirsten Loose, Arne Ludwig, Cécile Le Prado, and/or others		
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	Methods 1		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact hours	Self-study hours
	Production Exercise 1	20	185
	UX and Audience Centered Design 1	5	
	Creative Technologies and Tools 1	15	
	Creative Methods 1	15	
Overall Workload	240		
ECTS	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"> • Ability to design and prototype a simple project idea with basic interactive features • Expansion of existing knowledge of audiovisual creative technologies • Applied knowledge of agile working methods, collaborative artistic processes • Applied knowledge of rapid prototyping methods • Founded ability to establish a creative working environment in an interdisciplinary field and look beyond the individual specialization • Knowledge of using terms and terminologies of a digital media production 		
Content	<p>In the module <i>Methods 1</i>, students will be introduced to the methodology of a User Experience design, collaborative and agile working methods. To compliment these acquired skills, they will also learn and practice basic methods of creative writing related to digital media and the know-how of rapid prototyping.</p> <p>Furthermore, students are given a comprehensive introduction to code and an overview of the software used in industry today, related to the fields of work discussed during their studies.</p> <p>Finally, to support practical work, students will receive hands-on instruction in agile work methods, providing a learning process that will culminate in a first production exercise. During this group work, students will learn through direct experience what collaborative project development is, and how to apply different creative methods. Within this process students will produce a first working prototype.</p> <p>In this way, through hands on experience students deepen their understanding of how to apply an audience-centered design approach, prototyping, and collaborative working structures. This will serve as a reference for all future project work and provide a foundation for the practical application of theoretical knowledge explored during the first semester.</p>		
Teaching Methods	Seminars, exercises		
Category of Module Examination	Weighted module component examinations		
Examination	Work sample (prototype), documentation (5 – 10 pages) – graded		
Credit Requirements	Work sample, documentation, presentation, active participation		
Percentage of Final Grade	6,7 %		
Responsible for Module	Professor for Digital Narratives – Art & Design		
Lecturers	Prof. Lena Thiele, Christoph Brosius, Leif Rumke, Markus Santner, Joel Dietrich, and/or others		
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	Methods 2		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact hours	Self-study hours
	Production Exercise 2	30	110
	UX and Audience Centered Design 2	5	
	Creative Technologies and Tools 2	25	
	Creative Methods 2	10	
Overall Workload	180		
ECTS	6		
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"> • Ability to design and prototype a project idea including advanced interactive features, spatial disposition and sound • Specialized applied knowledge of audiovisual creation technologies • Understanding of the definition and application of collaborative project management tools • Applied practical knowledge of audience-centered user experience design • Planning, motivating and leading an interdisciplinary team • Advanced proficiency in using terminologies for digital media production • Intermediate proficiency in budgeting and production schedules 		
Content	<p>In the module <i>Methods 2</i>, students will develop skills in User Experience design to an upper intermediate level. In a practical learning environment, they will apply advanced methods of creative writing and project ideation related to digital media and know-how of digital prototyping.</p> <p>In the extensive seminar “Creative Technology and Tools 2”, the students receive an introduction to the creative use of technologies to be able to produce first immersive narrative experiences.</p> <p>A theoretical foundation of project management tools and budgeting is followed by a production exercise for the students to be able to incorporate newly-acquired knowledge into their own practice where they will produce a second working prototype.</p>		
Teaching Methods	Seminars, exercises		
Category of Module Examination	Weighted module component examinations		
Examinations	Work sample (prototype), documentation (5 – 10 pages), presentation (approx. 30 mins) – graded		
Credit Requirements	Work sample, documentation, presentation, active participation		
Percentage of Final Grade	5,0 %		
Responsible for Module	Professor for Digital Narratives – Art & Design		
Lecturers	Prof. Lena Thiele, Christoph Brosius, Markus Santner, Joel Dittrich, Tank Thunderbird, Dominik Hochwald, Paul Tyler, and/or others		
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	Contact hours	Self-study hours
	Theoretical Perspectives on Digital Narratives 3	5	135
	Audience and Formats 3	15	
	Storytelling and Dramaturgy	25	
	Human Machine Interface 3	10	
Creative Technologies and Tools 3	20		
Overall Workload	210		
ECTS	7		
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"> Expanded knowledge of digital narrative theories that determine and influence the academic discourse of digital narratives with a focus on immersion Comprehensive knowledge of the creation and production of narrative concepts for immersive projects Ability to activate audience engagement and create social media strategies for specific audiences Advanced proficiency of applied knowledge of interactive & immersive technologies Comprehensive applied knowledge of narrative concepts for immersive design 		
Content	<p>During the third semester of the MA Digital Narratives, students expand the depth and scope of defined artistic projects and theoretical knowledge by further developing practical experience and knowledge of immersion.</p> <p>This module intersects with <i>Digitality and Change 3</i> classes as inquiries of "immersion". Through critical discussions, the students will engage with theoretical and practical perspectives on this topic. In cultivating management and communication skills, a special focus will be placed on engaged inquiry with the theory of immersion and the practical application thereof: – this will include theoretical concepts, immersive worlds, and practices of immersion.</p> <p>Practice-based work will deepen understanding and show students how to apply theory and practice to their own project work, based on their individual research question and focus. The goal of these discussions is to prepare and support the development of the final projects and thesis, both from media theory and media art perspectives.</p>		
Teaching Methods	Seminars, exercises		
Category of Module Examination	Overall examination		
Examination	Presentation (approx. 45 mins) – graded		
Credit Requirements	Presentation, active participation		
Percentage of Final Grade	5,8 %		
Responsible for Module	Professor for Digital Narratives – Art & Design		
Lecturers	Prof. Lena Thiele, Arne Ludwig, Christoph Brosius, Tank Thunderbird, Dr. Nicolò Gallio, Martin Ganteföhr, Prof. Reinhard Strömer, Vivianne Wilde, and/or others		
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	Project 1 – Ideation		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact hours	Self-study hours
	Concept and Presentation 1	5	160
	Ideation	15	
Overall Workload	180		
ECTS	6		
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"> • Apply various ideation methods to create a viable project idea through conceptual, artistic and technological iterations including creative brainstorming • Conduct basic independent artistic, technological and market research • Analyze complex technological, social, ethical and artistic correlations and integrate these findings into own project work • Apply analytical skills to media theoretical questions to be able to contextualize project ideas. • Present and discuss first project ideas in an interdisciplinary environment 		
Content	<p>This module offers students the starting point for individual or collaborative MA-Digital Narrative projects within an interdisciplinary exchange context. With the support of and in exchange with mentors and professors, students discuss first ideas, research subjects and possible technical approaches to their projects. In addition, they will contextualize their projects in relation to other thematically and/or technically similar projects.</p> <p>Based on these independently generated findings, students will continue developing project ideas theoretically, thematically and technically. At the end of the semester, students have developed first project ideas that will be presented and discussed within the cohort and will serve as a starting point for the upcoming intensive development process.</p> <p>Students receive continuous supervision on their projects from academic tutors and professors, who, through regular one-on-one meetings, share reflections and guidance in this process of creative development.</p>		
Teaching Methods	Seminar, project		
Category of Module Examination	Weighted module component examinations		
Examination	Documentation (Project research, 5 – 10 pages), – graded		
Credit Requirements	Documentation, active participation		
Percentage of Final Grade	5,0 %		
Responsible for Module	Professor for Digital Narratives – Art & Design, Professor for Digital Narratives – Theory		
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Lena Thiele, Christoph Brosius, and/or others		
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	Project 2 – Development		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact hours	Self-study hours
	Concept and Presentation 2	25	275
	Development		
Overall Workload/	300		
ECTS	10		
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"> • Proficiency to iterate a project vision through various conceptual, artistic and technological stages in order to create a viable project idea • Application of various concept-development methods, such as creating a High Level Concept, wire frames, flow charts, mind maps, mood boards • Ability to detect, define and rapidly prototype the core critical elements of projects and evaluate the results accordingly • Apply analytical and critical reflections on their own creative work • Applied knowledge for the creation of production budget estimations • Applied knowledge of current media studies research and theories within the areas of digital culture and in relation to the projects • Competencies to reflect and discuss creative work from analytical and theoretical perspectives • Ability to exercise reflection and creativity in solving design problems related to project work 		
Content	<p>The module <i>Project 2 – Development</i> builds on the module <i>Project 1 – Ideation</i>. Students use ideation results and previously-executed research to further develop and prototype project ideas.</p> <p>Through specific project aspects and development phases, students will tackle conceptual challenges of the project such as dramaturgy, narration, interaction, platform strategies, visual design and choice of technology. The integration of market research and financing opportunities helps the students in their further professionalization while prototyping supports the development phase of the project idea.</p> <p>These iterative processes enable students to develop a distinct vision of a digital narrative project. Students are required to define a project artistically as well as technologically. This module culminates in the students' assessment of production requirements and budgeting, which will be the basis for the production of a Core Experience Prototype in the third semester.</p> <p>Students receive continuous supervision on their project's progress from academic tutors and professors, who, through regular one-on-one meetings, share reflections and guidance in this process of creative development, based on the students' artistic vision.</p>		
Teaching Methods	Seminar, Project		
Category of Module Examination	Weighted module component examinations		
Examination	Work sample (One pager, elaborate concept, 5 – 10 pages, prototype), – graded		
Credit Requirements	Work sample, presentation, active participation		
Percentage of Final Grade	8,3 %		
Responsible for Module	Professor for Digital Narratives – Art & Design, Professor for Digital Narratives – Theory		
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Lena Thiele, Prof. Hajo Schomerus, Christoph Brosius, Kirsten Loose, Françoise von Roy, Corinna Nilson, and/or others		
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	Project 3 – Production		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact hours	Self-study hours
	Production	20	410
	Concept and Presentation 3	10	
	Professionalization	10	
Overall Workload	450		
ECTS	15		
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"> • Proficiency to define and execute a viable Core Experience Prototype (CEP) for the artistic MA DN project • Applied knowledge of legal terms, deal structures, negotiations and administrative and legal procedures • Positioning as creative professionals through the project work and knowledge of project planning, project financing, business modelling • Clear knowledge of and ability to create networks in order to continue the project work after the program. • Further competencies to reflect, discuss and present creative work in an academic as well as in a business environment 		
Content	<p>Classes and individual tutoring provide constant support for the individual projects – from prototyping to actual production of a Core Experience Prototype (CEP), sharing reflections and guidance in the process of creative development.</p> <p>With the support of and in exchange with mentors and professors, students re-evaluate the project vision and detailed concept of CEP. Students share and present a CEP in preparation of a public presentation during the next semester.</p> <p>In addition to inducing project production processes, this semester prepares the students for their incursion in the industry and in the communication of further project work by deepening their knowledge of professionalization aspects such as, legal questions and communication issues, including influencing and other social media concepts.</p> <p>Students will integrate professional and market aspects of their projects (distribution, evaluation, copyrights) into the development phase. Through learning about international copyright, data protection and personality rights management, students will learn to apply analytical and practical knowledge of deal-making, to position themselves as creative professionals in the industry.</p> <p>This curriculum supports students in preparation of the final project presentation together with a professional appearance to an audience of national industry professionals and academics.</p>		
Teaching Methods	Seminar, project		
Category of Module Examination	Overall examination		
Examination	Work sample (One pager, project design documentation, 10 – 15 pages, prototype) – graded		
Credit Requirements	Work sample, documentation		
Percentage of Final Grade	12,5 %		
Responsible for Module	Professor for Digital Narratives – Art & Design, Professor for Digital Narratives – Theory		
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Lena Thiele, Christoph Brosius, Michael Comyn, Karin Lingau, Arne Oltmann, Clemens von Wedemeyer, Katja Kandziora, Jörg Bange, and/or others		
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	Master's Thesis and Colloquium		
Type of Module	Compulsory Module		
Module Components	Title of Course	Contact hours	Self-Study hours
	Master's Thesis	40	770
	Master's Project		
	Colloquium	5	85
Over all Workload (h)	900		
ECTS	30		
Semester	Fourth semester		
Duration of Module	One semester		
Frequency Offered	Every two years		
Prerequisites	Admission to Master's thesis		
Qualifications Objectives/ Learning Outcomes/ Skills	<ul style="list-style-type: none"> • Advanced skills of project documentation and evaluation of the individual development and production processes • Generate and develop exceptional problem-solving strategies for project work • Extensive experience in generating, developing, refining and evaluating innovative ideas and concepts in the applied and academic field of digital narratives • High proficiency in technological conceptualization within the field of digital narratives • Advanced proficiency for application and analysis of meta-concepts and meta-strategies to development and research processes • Professionally engage in academic discourse and apply theoretical fundamentals to one's own academic and artistic research • Clear and effective multimedia-professional skills, including public speaking, pitching, moderating, networking and management • Capability to defend as well as critically evaluate work at a postgraduate level • Ability to conceptualize and present artistic work and academic research on a postgraduate level 		
Content	<p>1) Master's thesis and project Each student will choose either the thesis or project to represent 80% of the final examination's grade. This will be determined during the admission process to the Master's thesis.</p> <p>This semester concludes – both practically and theoretically – the ideation, development and production process of the students' projects. Individually or collaboratively, students produce and present a prototype of an artistic-academic digital narrative project in the form of a Core Experience Prototype (or a project in a more advanced development stage). In addition to the project work, a media studies academic thesis relevant to the prototype and project work will be completed. In this module students will complete with artistic, technological and economic standards, as well as well-elaborated aesthetic, cultural and social considerations, a prototype for a digital narrative project and a written thesis with socially relevant qualities.</p> <p>Professionals mentor the students on the preparation for the final presentation, including how to design and organize different types of exhibitions, presentations and related industry / professional and artistic events. Additionally, the students receive mentoring on the production of publishable project documentation. Students consult with professors throughout the Master's thesis and project development.</p> <p>2) Colloquium During the final oral examinations students defend their Master's theses and projects to the examinations commissions.</p>		
Teaching Methods	Thesis and project, mentoring,		
Category of Module examination	Cumulative module component examinations		
Examinations	Master's thesis: 50 – 80, max. 100 pages – graded; Master's project: Work sample (core experience prototype, design document and documentation) – graded; Final oral examination: 45 minutes – graded		
Credit Requirements	Completion of Master's thesis and project and successful final oral examination		
Percentage of Final Grade	25,0 %		
Responsible for Module	Professor for Digital Narratives – Art & Design,		

	Professor for Digital Narratives – Theory
Lecturers	Prof. Dr. Nanna Heidenreich, Prof. Lena Thiele, Christoph Brosius, Karin Lingnau, Katja Kandziora, and/or others
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.