Integrated Media Production

Programme course

6 credits

Integrerad medieproduktion

TNGD36

Valid from: 2020 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2019-09-23

Main field of study

Graphic Design and Communication

Course level

First cycle

Advancement level

G2X

Course offered for

- Bachelor's Programme in Graphic Design and Communication

Specific information

Exchange students; The course is only available to exchange students within the area of Graphic Design and Communication.

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Image Production, Web Production with Dynamic Layout

Intended learning outcomes

The aim of the course is to further develop knowledge and understanding of how storytelling and other visual communication can be enhanced by applying and combining different types of media production. The course will deepen the knowledge of one or more methods of producing visual communication, such as animation, moving media, interactive media and other related media types.
   After completing the course, the student should be able to:

- explain and apply several types of media production for storytelling and communication,
- enhance and clarify storytelling and communication by combining multiple types of media production,
- independently identify the need for additional knowledge to plan and implement a task that combines multiple types of media production,
- evaluate and critically review how and when different types of media production should be used from a communicative, social and ethical perspective.

Course content

Through self-study, guest lectures, workshops and more the course goes through different types of media production, such as;

- different types of digital animation
- moving media in the form of video
- moving graphics and information graphics
- augmented reality
- interactive and dynamic graphics
- 3D graphics and animation

Through a larger independent task, one or more of these types are explored and integrated to further clarify, amplify and or make available different types of image-based narrative or other visual communication.

Teaching and working methods

The teaching is organized in lectures, workshops, tutorials and project presentations.

Examination

UPG2	Home-assignment	5 credits	U, 3, 4, 5
UPG1	Preparatory Work and Workshops	1 credits	U, G

Grades

Four-grade scale, LiU, U, 3, 4, 5

Other information

About teaching and examination language

The teaching language is presented in the Overview tab for each course. The examination language relates to the teaching language as follows:

- If teaching language is Swedish, the course as a whole or in large parts, is taught in Swedish. Please note that although teaching language is Swedish, parts of the course could be given in English. Examination language is Swedish.
- If teaching language is Swedish/English, the course as a whole will be taught in English if students without prior knowledge of the Swedish language participate. Examination language is Swedish or English (depending on teaching language).
- If teaching language is English, the course as a whole is taught in English. Examination language is English.

Other

The course is conducted in a manner where both men's and women's experience and knowledge are made visible and developed.

The planning and implementation of a course should correspond to the course syllabus. The course evaluation should therefore be conducted with the course syllabus as a starting point.

Department

Institutionen för teknik och naturvetenskap

Director of Studies or equivalent

Camilla Forsell

Examiner

Tobias Trofast

Education components

Preliminary scheduled hours: 0 h
Recommended self-study hours: 160 h