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Anlage 5

Modulhandbuch des Studiengangs

Animation and Game Master of Arts

des Fachbereichs Media

der Hochschule Darmstadt – University of Applied Sciences

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Table of Contents

Preliminary Note: Project Based Learning	3
1. Compulsory Modules.....	5
Creative Research 1.....	5
Technical Research 1.....	7
Direction and Producing 1.....	9
Creative Research 2.....	12
Technical Research 2.....	14
Creative Entrepreneurship.....	17
Direction and Producing 2.....	19
Animation and Game Industrial Placement.....	21
Animation and Game Study Abroad.....	23
2. Elective Modules.....	26
Advanced Skill Development Elective.....	26
Social and Cultural Studies Elective.....	29
3. Final Module	31
Animation and Game Master Module.....	31

Preliminary Note: Project Based Learning

Preconditions

Facing the Rise of Complexity

Animation and game projects are multidisciplinary in two ways: On the one hand, they are a combination of creative animation and game design, media production, game development and technical; on the other hand, they are more and more often a combination of the various, but now very specific, media genres, including linear and/or interactive modalities such as animation, games, interactive products, installations, video, sound, etc. Teaching should respond to the unveiling of complexity by emphasizing appropriate methods for dealing with this increasing complexity.

Facing new concepts of work

The shift from an industrial to a knowledge-based society has profound implications for current and future work patterns. In addition, the useful life of tools and software is becoming shorter and shorter. For the individual worker, this means the rise of self-directed work, self-motivation, self-organization, lifelong learning and teamwork in international (i.e. multicultural) settings. This requires teaching methods that help students to achieve the necessary qualifications in these areas.

Supporting constructivist learning

Learning in the traditional sense means memorizing and recalling facts. This is a static way of acquiring declarative knowledge, which has limited use in complex situations. The future media developer needs practical methodological and problem-solving skills. Therefore, a change from an instructional to a constructivist view of teaching is helpful. In this sense, learning means both incorporating the enduring fundamentals and actively constructing thought patterns.

Supporting active learning

Constructivist learning means changing from reproduction to production, from knowledge acquisition to competence development, from testing to facilitation, from teaching to coaching. These requirements can be met by an adequate link between theory and practice.

Support for learning how to learn

Knowledge management is a central task of our knowledge society. Until today, the idea of a mainly explicit exchange of knowledge has prevailed. But especially in the media industry a change from codified knowledge (externalized knowledge) to tacit knowledge (implied/implicit knowledge) is necessary.

Definition

Project based learning (PBL) is an educational approach in which students engage in a rigorous, interdisciplinary project that revolves around a real-world problem or challenge. Students actively explore, inquire, and collaborate to develop deep content knowledge and critical thinking skills. PBL fosters student autonomy and responsibility as they make meaningful decisions, conduct research, and present their findings in a tangible, authentic product or presentation. This student-centered approach cultivates problem-solving, communication skills, and the application of knowledge in practical contexts, preparing students for real-life situations and fostering a deeper understanding of subject matter.

Implementation into the Animation and Game Program

The PBL approach to teaching should include the disciplines of animation and game design, game programming, technical art, and producing and production management as inherent parts of a project module with a given semester topic. The module will follow the timeline of a real-life situation, including the steps ideation, concept, research and development, production and implementation, publishing, evaluation and documentation.

Teaching method

PBL encourages students to investigate complex questions or problems, design plans or experiments, collect and analyze data, draw conclusions, and create artifacts to present their acquired knowledge. PBL is a departure from traditional teaching methods, such as the problem-based learning strategy, in which the instructor's role is to guide the learning process rather than provide knowledge (Hmelo-Silver, C. E. & Barrows, H. S. (2006). "Goals and strategies of a problem-based learning facilitator," *Interdisciplinary Journal of Problem-Based Learning*, 1. 21-39.). In this perspective, feedback and reflection on the learning process and group dynamics are essential components of PBL. Students are seen as active agents engaged in social knowledge

construction. Nevertheless, a professional and reliable input framework is necessary.

Teaching methods in the projects can be:

- Seminar.
- Impulse keynote talk.
- Coaching.
- Discussion.

General learning outcomes

In detail, PBL develops the following skills:

- Ability for critical thinking.
- Analytical and methodological skills, i.e. transferable skills.
- Research skills.
- Problem solving skills.
- Project management skills.
- Communication, negotiation and conflict resolution skills.
- Acquisition of knowledge that is flexibly usable.
- Development of interdisciplinary competencies.
- Social competency.
- Capacity for teamwork.
- Lifelong learning skills.

Project phases

- Identify problem.
- Begin exploration.
- Start investigation.
- Launch research.
- Design and formulate plan.
- Develop solution.
- Share and analyze results.
- Conclude on project.

Advantages of PBL compared to traditional teaching methods

- Promotes deeper understanding through active engagement.
- Develops problem-solving and critical thinking skills.
- Fosters creativity and innovation.
- Fosters collaboration and teamwork.
- Facilitates real-world application of knowledge.
- Motivates students by making learning relevant.
- Improves communication and presentation skills.
- Promotes self-directed learning and autonomy.
- Provides opportunities for cross-disciplinary learning.

Enables the integration of technology into learning.

1. Compulsory Modules

Creative Research 1

Field of Specialization: Creative Research

1	Module Name Creative Research 1
1.1	Module Code AGMA-CR1
1.2	Module Type Compulsory
1.3	Course Title Creative Research 1
1.4	Semester Semester 1
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <ul style="list-style-type: none">• Mise-en-scène for animations, games and XR productions.• Cinematographic concepts for animations, games and XR productions.• Advanced game design and gamification strategies.• Narrative design for animations, games and XR productions.• Visual development methods.• Creative strategies in experience design.• Historic, contemporary and emerging genres, styles and themes in animations, games and XR production.• Animation spectatorship, players and gameplay culture.• Methods and strategies in practice based artistic research.
3	Learning Outcomes <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none">• Identify and develop innovative aesthetic, narrative and/or ludic themes, forms and strategies related to the conceptualization and production of animations, games or XR experiences.

	<ul style="list-style-type: none"> Independently carry out preparatory research into underlying artistic, methodological, technological, cultural, ethical or political issues. Distinguish and critically analyze historic and current formats, genres, audiences and production styles in the field of animations, games or XR experiences. Effectively integrate current academic and expert discourses and practices in the disciplinary field into their own research, design and development processes.
4	Teaching Methods Project
5	Credit Points, Contact Hours and Self Study Workload: 375 h Contact Hours: 8 SWS 104 h Self Study: 271 h Credit Points: 15
6	Assessment Methods Portfolio examination (75%) and presentation (25%). The duration of the presentation and the portfolio requirements are announced at the beginning of the course. The exam can be repeated.
7	Module Prerequisites -
8	Recommended Prerequisite Knowledge -
9	Duration and Frequency 1 semester, winter and summer term
10	Used in other Modules -
11	Recommended Reading A reading list will be provided to students at the beginning of the course.

Technical Research 1

Field of Specialization: Technical Research

1	Module Name Technical Research 1
1.1	Module Code AGMA-TR1
1.2	Module Type Compulsory
1.3	Course Title Technical Research 1
1.4	Semester Semester 1
1.5	Module Responsible Prof. Stephan Jacob
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <ul style="list-style-type: none">• Game engine architecture and development.• Graphics programming in games, animations or XR.• Game physics simulation and collision detection.• AI programming or behavior systems in games.• Networking and multiplayer programming in games.• Cross-platform game development.• Procedural content generation or generative AI.• Game audio programming and digital signal processing (DSP).• Mobile game development and optimization.• Gameplay programming for game design or gamification strategies.• Real-time rendering in games.• Game asset pipeline and content creation tools.• Shader programming or development and material systems in game engines.• Character animation and rigging techniques.• Game user interface (UI) programming and design.

	<ul style="list-style-type: none"> • Methods and strategies in engineering or technical research.
3	<p>Learning Outcomes</p> <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none"> • Identify and apply advanced technical techniques and methodologies related to the conceptualization and production of animations, games, or XR experiences. • Conduct independent research on underlying technical, methodological, and technological aspects, considering their impact on the artistic, cultural, and ethical dimensions of animations, games, or XR experiences. • Analyze and evaluate the technical formats, platforms, and tools utilized in historic and contemporary animations, games, or XR experiences, including their impact on different audiences and production styles. • Demonstrate a comprehensive understanding of the latest academic and industry trends, technologies, and advancements in the technical field of animations, games, or XR experiences. • Effectively integrate current technical discourses and best practices into their own research, design, and development processes.
4	<p>Teaching Methods</p> <p>Project</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 375 h</p> <p>Contact Hours: 8 SWS 104 h</p> <p>Self Study: 271 h</p> <p>Credit Points: 15</p>
6	<p>Assessment Methods</p> <p>Portfolio examination (75%) and presentation (25%).</p> <p>The duration of the presentation and the portfolio requirements are announced at the beginning of the course. The exam can be repeated.</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>

9	Duration and Frequency 1 semester, winter and summer term
10	Used in other Modules -
11	Recommended Reading A reading list will be provided to students at the beginning of the course. Examples: Game Research Methods: An Overview, Petri Lankoski SCIENTIFIC RESEARCH METHODOLOGIES AND TECHNIQUES, Luis M. Camarinha-Matos

Direction and Producing 1

1	Module Name Direction and Producing 1
1.1	Module Code AGMA-DP1
1.2	Module Type Compulsory
1.3	Course Title Direction and Producing 1
1.4	Semester Semester 1
1.5	Module Responsible Prof. Boris Kunkel
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English

2	Indicative Module Content <ul style="list-style-type: none"> • Leadership principles. • Leadership styles and techniques. • Roles and responsibilities of creative and operational leadership. • Collaborative and creative environment within diverse production teams. • Product vision aligned with goals and objectives of animation, games, and XR projects. • Creative direction in terms of creativity, innovation, and high-quality results.
3	Learning Outcomes On successful completion of this module, students will be able to: <ul style="list-style-type: none"> • Demonstrate an understanding of leadership principles and apply them in the context of animation, games and XR experience production. • Understand the differences between creative and operational leadership, and apply this knowledge to be prepared to build a collaborative creative environment and effectively lead a diverse production team. • Develop and articulate a compelling product vision and creative direction that seamlessly aligns with the goals of animation, games and XR production projects, fostering high-quality results.
4	Teaching Methods Lecture, practical
5	Credit Points, Contact Hours and Self Study Workload: 125 h Contact Hours: 2 SWS 26 h Self Study: 99 h Credit Points: 5
6	Assessment Methods Term paper or written exam. The form of the assessment and the time required to complete it will be announced at the beginning of the module. It is possible to repeat the exam.
7	Module Prerequisites -
8	Recommended Prerequisite Knowledge -
9	Duration and Frequency 1 semester, winter and summer term
10	Used in other Modules -
11	Recommended Reading Catmull & Wallace (2014). Creativity, Inc.: Overcoming the Unseen Forces That Stand in the Way of True Inspiration. Gifford (2019). The Inspirational Leader: Inspire Your Team To Believe In The Impossible. Sinek (2014). Leaders Eat Last: Why Some Teams Pull Together and Others Don't.

Further reading will be provided to students at the beginning of the course.

Creative Research 2

Field of Specialization: Creative Research

1	Module Name Creative Research 2
1.1	Module Code AGMA-CR2
1.2	Module Type Compulsory
1.3	Course Title Creative Research 2
1.4	Semester <ul style="list-style-type: none">• Semester 1 in 2-semester program version• Semester 2 in 3- and 4-semester program version
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <ul style="list-style-type: none">• Advanced mise-en-scène strategies for animations, games and XR experiences.• Innovative and experimental cinematographic forms for animations, games and XR experiences.• Innovative and experimental game design and gamification strategies.• Animation and game aesthetics; animations, games and XR experiences as cultural artifacts and art forms.• Advanced narratology and narrative design for animations, games and XR experiences.• Advanced audience, player and user research methods.• Ethical considerations in animation, game and XR productions.• Advanced methods and strategies of practice based artistic research.
3	Learning Outcomes <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none">• Develop detailed concepts for innovative aesthetic, narrative, and/or ludic experiences and substantiate them through independent and original research into relevant discipline-specific problems and questions.• Prototype, evaluate, and substantiate their own work through systematic and pertinent player/audience, innovation, and market research.

	<ul style="list-style-type: none"> Effectively communicate the creative vision, intent, feasibility, as well as the artistic and academic relevance of concepts for animation, game, and XR experiences through written, oral, and digital forms to a range of audiences. Effectively contribute to the academic, artistic, and professional discourse based on highly developed conceptual, practical, and professional understanding of theories, techniques, and processes in the field of animations, games, and immersive experiences.
4	Teaching Methods Project
5	Credit Points, Contact Hours and Self Study Workload: 375 h Contact Hours: 8 SWS 104 h Self Study: 271 h Credit Points: 15
6	Assessment Methods Portfolio examination (75%) and presentation (25%). The duration of the presentation and the portfolio requirements are announced at the beginning of the course. The exam can be repeated.
7	Module Prerequisites -
8	Recommended Prerequisite Knowledge -
9	Duration and Frequency 1 semester, winter and summer term
10	Used in other Modules -
11	Recommended Reading A reading list will be provided to students at the beginning of the course.

Technical Research 2

Field of Specialization: Technical Research

1	Module Name Technical Research 2
1.1	Module Code AGMA-TR2
1.2	Module Type Compulsory
1.3	Course Title Technical Research 2
1.4	Semester <ul style="list-style-type: none">• Semester 1 in 2-semester program version• Semester 2 in 3- and 4-semester program version
1.5	Module Responsible Prof. Stephan Jacob
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <ul style="list-style-type: none">• Advanced game engine architecture and development.• Advanced graphics programming in games, animations or XR.• Advanced physics simulation for games, animations or XR.• Advanced AI or PCG systems for games.• Advanced gameplay systems programming and tools.• Optimization techniques for real-time rendering in games.• Advanced shader programming.• Advanced character animation and rigging techniques.• Complex game user interface (UI) programming and UX system design.• Game data management and serialization techniques.• Performance optimization for CPU and GPU in games.• Advanced methods and strategies in engineering or technical research.
3	Learning Outcomes On successful completion of this module, students will be able to: <ul style="list-style-type: none">• Utilize advanced technical skills and techniques to design and implement complex animations, games, or

	<p>XR experiences.</p> <ul style="list-style-type: none"> • Conduct in-depth research and analysis of cutting-edge technical concepts, tools, and methodologies within the field of animations, games, or XR experiences. • Apply advanced algorithms and programming paradigms to optimize performance and enhance the visual and interactive quality of animations, games, or XR experiences. • Evaluate and experiment with emerging technologies and platforms, and assess their potential impact on the technical development of animations, games, or XR experiences. • Critically analyze and adapt existing technical frameworks, libraries, or engines to achieve innovative and unique results in the design and development of animations, games, or XR experiences. • Collaborate effectively in multidisciplinary teams, utilizing advanced technical communication skills to convey complex ideas and concepts related to animations, games, or XR experiences. • Synthesize and apply advanced technical and artistic concepts to address complex challenges and push the boundaries of creativity and innovation in animations, games, or XR experiences. • Reflect on personal and professional development in the context of advanced technical practices, identifying areas for further growth and improvement.
4	<p>Teaching Methods</p> <p>Project</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 375 h</p> <p>Contact Hours: 8 SWS 104 h</p> <p>Self Study: 271 h</p> <p>Credit Points: 15</p>
6	<p>Assessment Methods</p> <p>Portfolio examination (75%) and presentation (25%).</p> <p>The duration of the presentation and the portfolio requirements are announced at the beginning of the course. The exam can be repeated.</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>A reading list will be provided to students at the beginning of the course.</p> <p>Examples:</p>

Game Research Methods: An Overview, Petri Lankoski SCIENTIFIC RESEARCH METHODOLOGIES AND TECHNIQUES, Luis M. Camarinha-Matos

Creative Entrepreneurship

1	Module Name Creative Entrepreneurship
1.1	Module Code AGMA-CE
1.2	Module Type Compulsory
1.3	Course Title Creative Entrepreneurship
1.4	Semester <ul style="list-style-type: none"> • Semester 1 in 2-semester program version • Semester 2 in 3- and 4-semester program version
1.5	Module Responsible Prof. Boris Kunkel
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <ul style="list-style-type: none"> • Entrepreneurship principles. • Creative entrepreneurship and innovation. • Commercial potential of new ideas within the animation, games, and XR domains. • Pitching product ideas to potential prospects. • Business models prevalent in the animation and games industry. • Planning and executing new ventures in animation, games, and XR experiences while considering operational and financial aspects. • Funding options, revenue models, and financial management techniques in the animation, games, and XR industries. • Product launch with consideration of factors such as market research, target audience, and marketing techniques.
3	Learning Outcomes On successful completion of this module, students will be able to: <ul style="list-style-type: none"> • Demonstrate a deep understanding of creative entrepreneurship principles, industry norms, and innovation for animations, games, and XR experiences. • Evaluate the market potential of novel ideas, develop tactics for successful product launches, and explore

	<p>the field of effective creative entrepreneurial leadership.</p> <ul style="list-style-type: none"> • Analyze the various business models prevalent in the animation and game industries and formulate strategies for organizing and implementing new ventures, taking into account operational and financial considerations. • Present compelling product proposals to potential customers, considering the commercial viability of ideas within the animation, games, and XR fields. • Discuss funding options, revenue models, and financial management techniques relevant to the animation, games, and XR industries, as well as considerations for market research, target audiences, and marketing strategies for product launches.
4	<p>Teaching Methods</p> <p>Lecture, practical</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 125 h</p> <p>Contact Hours: 2 SWS 26 h</p> <p>Self Study: 99 h</p> <p>Credit Points: 5</p>
6	<p>Assessment Methods</p> <p>Term paper or written exam. The form of the assessment and the time required to complete it will be announced at the beginning of the module. It is possible to repeat the exam.</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>Blank & Dorf (2012). The Startup Owner's Manual: The Step-by-Step Guide for Building a Great Company.</p> <p>Drucker (2007). Innovation and Entrepreneurship.</p> <p>Dyer, Gregersen & Christensen (2011). The Innovator's DNA: Mastering the Five Skills of Disruptive Innovators.</p> <p>Ries (2011). The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful.</p> <p>Further reading will be provided to students at the beginning of the course.</p>

Direction and Producing 2

1	Module Name Direction and Producing 2
1.1	Module Code AGMA-DP2
1.2	Module Type Compulsory
1.3	Course Title Direction and Producing 2
1.4	Semester <ul style="list-style-type: none">• Semester 1 in 2-semester program version• Semester 2 in 3- and 4-semester program version
1.5	Module Responsible Prof. Boris Kunkel
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <ul style="list-style-type: none">• Techniques for development and implementation of a product vision.• Strategies for creative direction in animation, games, and XR experiences.• Methods for leading and inspiring the production process.• Creative leadership techniques.• Team motivation and collaboration.
3	Learning Outcomes <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none">• Develop a clear and compelling product vision that aligns with project goals for animation, games, and XR experiences.• Effectively execute the product vision throughout the production lifecycle.• Apply strategies for creative direction in animation, games and XR experiences.• Lead and inspire the production process to foster an innovative environment and achieve high quality results.• Use team leadership techniques to effectively manage diverse production teams, fostering successful collaboration and motivation.

4	Teaching Methods Seminar, practical, project
5	Credit Points, Contact Hours and Self Study Workload: 250 h Contact Hours: 3 SWS 39 h Self Study: 211 h Credit Points: 10
6	Assessment Methods Term paper (50%) and presentation (50%). The duration of the presentation will be announced at the beginning of the module. It is possible to repeat the exam.
7	Module Prerequisites -
8	Recommended Prerequisite Knowledge -
9	Duration and Frequency 1 semester, winter and summer term
10	Used in other Modules -
11	Recommended Reading Bancroft (2014). Directing for Animation: Everything You Didn't Learn in Art School. Chandler (2014). The Game Production Handbook. Gladis & Gladis (2020). Leading Teams: Understanding the Team Leadership Pyramid Sinek (2011). Start with Why. How Great Leaders Inspire Everyone to Take Action. Further reading will be provided to students at the beginning of the course.

Animation and Game Industrial Placement

1	Module Name Animation and Game Industrial Placement
1.1	Module Code AGMA-IP
1.2	Module Type Compulsory in 4-semester program version
1.3	Course Title Animation and Game Industrial Placement
1.4	Semester Semester 3
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	<p>Indicative Module Content</p> <p>The students work in professional areas related to the creation, realization and implementation of animations and games such as:</p> <ul style="list-style-type: none"> • Development, direction and / or production of animation projects. • Development, direction and / or production of game projects. • Development, direction and / or production of virtual reality or augmented reality projects. • Development, direction and / or production of virtual production projects. • Development, direction and / or production of digital visual effects. • Development, direction and / or production of immersive events and experiences. • Development, direction and / or production of visualizations and simulations. • Development, direction and / or production of film or tv productions. <p>There will be accompanying studies at university that will provide participants with topics and issues such as</p> <ul style="list-style-type: none"> • Application strategies and recruiting processes. • Career and professional development. • Evaluation and documentation of industry experiences.

3	<p>Learning Outcomes</p> <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none"> • Identify and distinguish current recruitment and selection processes used by companies and institutions in the disciplinary field and develop suitable self-presentation strategies. • Analyze their professional competencies and characteristics and formulate a personal career development strategy. • Participate and communicate in a professional manner as team member in a workplace. • Analyze and critically reflect industry areas and work settings with regard to organization structures, policies, job profiles and methods of operation.
4	<p>Teaching Methods</p> <p>Lecture, industrial placement</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 750 h</p> <p>Contact Hours: 2 SWS 26 h</p> <p>Self Study: 724 h</p> <p>Credit Points: 30</p>
6	<p>Assessment Methods</p> <p>Written report and presentation.</p> <p>No grade (successful completion).</p> <p>The exam can be repeated.</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>A reading list will be provided to students at the beginning of the course.</p>

Animation and Game Study Abroad

1	Module Name Animation and Game Study Abroad
1.1	Module Code AGMA-STA
1.2	Module Type Compulsory in 4-semester program version
1.3	Course Title Animation and Game Study Abroad
1.4	Semester Semester 3
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction Language of instruction at receiving institution
2	<p>Indicative Module Content</p> <p>The students study one semester abroad in a Master program related to the disciplinary field of animation and game, such as:</p> <ul style="list-style-type: none"> • Animation or animation direction. • Game design, game development or game programming. • Computer graphics. • Technical direction. • Augmented reality, virtual reality, immersive media. • Digital scenography. • Digital media or digital arts. • Cinematography, screenwriting or dramaturgy. • Animation studies, game studies or film studies. • Narrative design or narratology. • Visual development, production design or art direction for animations, games, films or immersive media. • Experience design. • Audience research, media reception studies. • Media ethics, media culture.

	A learning agreement must be concluded beforehand between the sending institution (Darmstadt University of Applied Sciences) and the receiving institution.
3	<p>Learning Outcomes</p> <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none"> • Identify advanced approaches and methods in the field of international animation, game and immersive media creation, production and/or research. • Demonstrate an awareness of regional and global forms, genres and styles in animation, game and immersive media productions. • Place the discipline of animation and game in an international context and reflect disciplinary content and methods from an international perspective. • Effectively communicate in the host language. • Appreciate diversity and multiculturalism and interact effectively with academics and professionals in international settings.
4	<p>Teaching Methods</p> <p>According to the curriculum of the receiving institution</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 750 h</p> <p>Contact Hours: according to the regulations of the receiving institution</p> <p>Self Study: according to the regulations of the receiving institution</p> <p>Credit Points: 30</p>
6	<p>Assessment Methods</p> <p>Determined by receiving program</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>-</p>

2. Elective Modules

Advanced Skill Development Elective

1	Module Name Advanced Skill Development Elective
1.1	Module Code AGMA-EL-ASD
1.2	Module Type Elective
1.3	Course Title Advanced Skill Development
1.4	Semester Semester 1
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <p>This module integrates a range of changing elective topics in the field of digital media which allow students to either build up specialist knowledge, competencies and skills in areas related to animations and creation, production and research, or to develop their interdisciplinary profile. Students can choose between electives offered by the Animation and Game program and Master level electives offered by other digital media related programs within the Faculty of Media. Advanced Skill Development and Professionalization Elective content covers areas such as:</p> <ul style="list-style-type: none">• Animation.• Game design.• Computer graphics.• Technical art.• Game programming.• Creative producing.• Visual effects.• Virtual production.• Immersive media.• Visual development and art direction.

	<ul style="list-style-type: none"> • Narrative design and script writing. • Cinematography and mise-en-scène. • Sound design. • UI/UX design. • Animation and game studies. • Research and development.
3	<p>Learning Outcomes</p> <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none"> • Develop and implement effective software-based approaches and solutions for a wide range of digital media projects. • Develop and apply advanced creative strategies and artistic practices related to the development and production of animations, games and immersive media. • Identify and address problems and questions related to the creative development and realization of digital media projects through interdisciplinary approaches. • Critically analyse digital formats, genres and solutions with regard to their aesthetic and/or technological characteristics, their novelty and their cultural, social and/or industrial relevance.
4	<p>Teaching Methods</p> <p>Practical, seminar, lecture, project</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 125 h</p> <p>Contact Hours: 3 SWS 39 h</p> <p>Self Study: 86 h</p> <p>Credit Points: 5</p>
6	<p>Assessment Methods</p> <p>Research project or portfolio exam. The assessment method and requirements will be announced at the beginning of the course. The exam can be repeated.</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>A reading list will be provided to students at the beginning of the course.</p>

Social and Cultural Studies Elective

1	Module Name Social and Cultural Studies Elective
1.1	Module Code AGMA-EL-SCS
1.2	Module Type Elective
1.3	Course Title Social and Cultural Studies
1.4	Semester Semester 1
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content <p>This module integrates a range of changing elective topics in the field of digital humanities, cultural studies and social sciences. It encourages students to contextualize their discipline specific knowledge and practice within current cultural, social and ethical discourses. Students can choose from the Elective Catalogue provided by the Department of Social and Cultural Studies SUK of Hochschule Darmstadt. The Social and Cultural Studies Electives address topics and areas such as:</p> <ul style="list-style-type: none">• Audiences and users in contemporary media culture.• Diversity and interculturalism.• Media ethics and media politics.• Legal frameworks and issues in international media production.• Work and workplace in digital societies.• Communication and conflict resolution.• Theories and models of cognition and learning.• Literature, film, media and public spaces as cultural texts.

3	<p>Learning Outcomes</p> <p>On successful completion of this module, students will be able to:</p> <ul style="list-style-type: none"> • Critically reflect media productions with regard to current cultural, ethical, political, cultural and social issues. • Describe the role of digital technology in contemporary societies. • Identify basic theories and models of communication and cognition. • Discuss legal and ethical issues related to media production and reception. • Carry out various forms of advanced research involving independent enquiry. • Demonstrate the ability of intercultural and interdisciplinary communication. • Appraise the importance of lifelong learning.
4	<p>Teaching Methods</p> <p>Practical, seminar, lecture, project</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 125 h</p> <p>Contact Hours: 4 SWS 52 h</p> <p>Self Study: 73 h</p> <p>Credit Points: 5</p>
6	<p>Assessment Methods</p> <p>Term paper or presentation. The assessment method will be announced at the beginning of the course. The exam can be repeated.</p>
7	<p>Module Prerequisites</p> <p>-</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>A reading list will be provided to students at the beginning of the course.</p>

3. Final Module

Animation and Game Master Module

1	Module Name Animation and Game Master Module
1.1	Module Code AGMA-MM
1.2	Module Type Compulsory
1.3	Course Title Animation and Game Master Module
1.4	Semester <ul style="list-style-type: none">• Semester 2 in 2-semester program version• Semester 3 in 3-semester program version• Semester 4 in 4-semester program version
1.5	Module Responsible Prof. Noa Kafka
1.6	Teaching Professors N.N.
1.7	Level of Study Master
1.8	Language of Instruction English
2	Indicative Module Content In the Animation and Game Master Thesis students integrate advanced theoretical and practical knowledge in a balanced, critical and original manner within the chosen area of specialization. They identify and address relevant artistic and/or technological issues in the field of animation and game creation, production and research through independent practical and scholarly work. The Thesis is based on current disciplinary and interdisciplinary theories, methods and approaches in the field of animation and game creation, production and research and contributes to the advancement of academic and professional knowledge, understanding and practices.
3	Learning Outcomes On successful completion of this module, students will be able to: <ul style="list-style-type: none">• Effectively contribute to multidisciplinary assignments and projects related to creative and/or technological research and development in the field of animations, games and immersive experiences.• Demonstrate an overall knowledge of animation and game culture, creation strategies, production practices and technologies.• Quickly acquire and integrate new knowledge and practices in the field and evaluate the work of others at

	<p>the same level.</p> <ul style="list-style-type: none"> • Identify and address complex technical and/or artistic problems and thereby contribute to an advancement of knowledge and/or innovation of practices in the disciplinary field. • Effectively implement appropriate leadership styles and critically reflect their own role and contributions in multidisciplinary teams. • Demonstrate advanced interpersonal and intercultural skills. • Participate in debates in international professional and academic settings in the field of animations, games and immersive media.
4	<p>Teaching Methods</p> <p>Project</p>
5	<p>Credit Points, Contact Hours and Self Study</p> <p>Workload: 750 h</p> <p>Contact Hours: 8 SWS 104 h</p> <p>Self Study: 646 h</p> <p>Credit Points: 30</p>
6	<p>Assessment Methods</p> <p>Master Thesis and Colloquium.</p> <p>Master Thesis: 75% of final mark.</p> <p>Colloquium: 25% of final mark.</p> <p>Duration of colloquium according to §12 BBPO.</p>
7	<p>Module Prerequisites</p> <p>2-semester program version: admission to Master Thesis Module upon successful completion of all modules</p> <p>3-semester program version: admission to Master Thesis Module upon successful completion of all modules except one Elective Module (5 CP)</p> <p>4-semester program version: admission to Master Thesis Module upon successful completion of all modules except one Elective Module (5 CP)</p>
8	<p>Recommended Prerequisite Knowledge</p> <p>-</p>
9	<p>Duration and Frequency</p> <p>1 semester, winter and summer term</p>
10	<p>Used in other Modules</p> <p>-</p>
11	<p>Recommended Reading</p> <p>-</p>