Audiovisual media culture 2019-2020

AUTUMN SEMESTER 2019

Art and Design Studies:
MAAD1102 Introduction to Arctic Cultures   5 cr.
UART1102 Finnish Design   4 cr.
UART1105 Introduction to Service Design   5 cr.
*UVAP0161 Adaptation Charting   3 cr.
*UYLE0228 Independent Photography Studies Seminar   4 cr.
MAAD1103 Arctic Art, Design and Innovation   5 cr.
UMUO4005 Arts-Based and Community-Based Participatory Research Approaches 3 cr.

Media Studies:
AAVM0306 Advanced Artistic Production   5-10 cr.
AAVM1207 Production Workshop   5 cr.
AAVM1104 Multimedia Expression   3 cr.
AAVM1304 Simulation Culture   5 cr.
**AAUD0104 Interaction Design   5 cr.
*AAUD0223 Spatial and Interactive Moving Image   5 cr.
*AAUD0405 Experimental Workshop
(autumn or spring semester)   3 cr.

May not be available every semester/a limited number of students are accepted
** May be overlapping with other courses on the module*

SPRING SEMESTER 2020

Art and Design Studies:
UART1103 Art and Visual Culture in the North   3 cr.
UART1102 Finnish Design   4 cr.
UART1114 History of Design and Architecture in Finland   4-8 cr.
UART1105 Introduction to Service Design   5 cr.
UYTY0116 Socially-engaged Art   2 cr.

Media Studies:
AAVM1306 Experience Technologies   5 cr.
AAVM1207 Production Workshop   5 cr.
*AAUD0407 Applied Multimedia Expression   5 cr.
*AAVM1103 Moving Image   4 cr.
*AAUD0405 Experimental workshop
(autumn or spring semester)3 cr.
*AAUD0504 Animation Workshop   3 cr.
*ANPE1117 Game Design   5 cr.

May not be available every semester/a limited number of students are accepted
** May be overlapping with other courses on the module*

Audiovisual media culture, AUTUMN SEMESTER 2019
Art and Design Studies:
MAAD1102 Introduction to Arctic Cultures   5 cr.
UART1102 Finnish Design   4 cr.
UART1105 Introduction to Service Design   5 cr.
*UVAP0161 Adaptation Charting   3 cr.
*UYLE0228 Independent Photography Studies Seminar   4 cr.
MAAD1103 Arctic Art, Design and Innovation   5 cr.
UMUO4005 Arts-Based and Community-Based Participatory Research Approaches 3 cr.

Media Studies:
AAVM0306 Advanced Artistic Production   5-10 cr.
AAVM1207 Production Workshop   5 cr.
AAVM1104 Multimedia Expression   3 cr.
AAVM1304 Simulation Culture   5 cr.
**AAUD0104 Interaction Design   5 cr.
*AAUD0223 Spatial and Interactive Moving Image   5 cr.
*AAUD0405 Experimental Workshop
(autumn or spring semester)   3 cr.

May not be available every semester/a limited number of students are accepted
*** May be overlapping with other courses on the module*

MAAD1102 Introduction to Arctic Cultures 5 cr.
Content
The aim of this introductory course is to give knowledge of Arctic Cultures and how arctic landscapes and people have been presented in visual arts.
Learning outcomes
After completion of the course, the student is able to
- have basic understanding of the histories and experiences of the peoples of the Circumpolar North, and the development of northern cultures
- discuss and distinguish traditions and features of northern cultures and art
- describe cultural and artistic similarities and differences of northern peoples and cultures
Method
Lectures and seminars 28 hours, independent work, a learning diary and a seminar on literature.
Evaluation 5-1 / failed
Timing 2nd period
Target group
The student of Master's programme in Arctic Art & Design, exchange students (BA, MA)
Tutors Maria Huhmarniemi/Teaching and research staff of Arctic Centre and Faculty of Art and Design
Language of instruction English
Literature
A Land Shared. Contemporary and Applied Art of the Northern Peoples. 2003. (1 cr.) Lehtola, Veli-Pekka: The Sámi People traditions in Transistion. 2002. (2 cr.)
Lähteenmäki, Maria: Terra Ultima. A Short History of Finnish Lapland. 2006. (2 cr.) The Magic of Lapland. Lapland in Art from the 1800s to today. 2011. (2 cr.)
Sámi Contemporary. 2014. (1 cr.)
Sámi Duodji. Catalogue for the Jubilee Exhibition of the Sámi Handicraft Association's 30th Anniversary. 2006. (1 cr.)

UART1102 Finnish Design 4 cr.
Content
The design culture in Finland is presented and discussed by using Finnish industrial, graphic, audio-visual, fashion and textile designers and their works as examples. Lectures are given from different fields of design. The emphasis is to introduce the key elements of Finnish design. Students will make assignments in groups, where they will apply their knowledge on Finnish design.
Learning outcomes
At the end of this course student
- has basic knowledge on Finnish design
- can recognize different fields of design culture in Finland
- can apply the understanding of Finnish design in assignments
Method
Lectures about different fields of Finnish design by using examples. Group assignment, where students are asked to apply their knowledge on Finnish design. Lectures and guided exercises 28 hours, 80 hours independent work.
Requirements
Presence during the lectures (80%) and the finished assignment with a presentation.
Literature
Korvenmaa, Pekka: Finnish Design –A Concise History, Design Forum Finland: Finnish Design Yearbook.
Evaluation 5-1 / failed
Timing 2st and 4rd period
Target group Exchange students (BA, MA) and Faculty of Art and Design students (BA, MA). Max 30 students.
Responsible tutor Milla Johansson
Language of instruction English

UART1105 Introduction to service design 5 cr.
Learning outcomes After the course student:
- understands the key concepts, methods, process and background of service design
- understands service design as a design activity and its link to one's own field of study
- has got basics for further method studies and projects on service design
Method: Lectures, exercises, design assignment and a final report for a case organization
Literature: Stickdorn, M. and Schneider, J. (Eds). 2010. "This is Service Design Thinking. Basics - Tools - Cases." BIS Publishers. NL.
Content The goal of the course is to give the participant an overview about service design, its key concepts, methods and process. The course will contain both theory and one practical case assignment, or smaller-scale service design tasks.
Method Lectures and workshop studying (35 hours), independent studies (100 hours)
Requirements Presence during the lectures (80%), finished assignment and a final report.
Evaluation 5-1 / failed
Timing 2nd and 4th period
Target group Exchange students (BA, MA)
Tutor To be announced later
Language of instruction English
Requirements Presence during the lectures (80%), finished assignment and a final report.
Evaluation 5-1 / failed
Timing 2nd and 4th period
Target group Exchange students (BA, MA)
Tutor to be announced later
Language of instruction English

UVAP0161 Adaptation Charting 3 cr.
Learning outcomes
-the application of theory and practice to the exploration of adaptation and change, culture and environment through artistic practice during the student's exchange period.

-to achieve a clearer understanding, through art, of the relationship between culture(s) and environment.
Content Theories of adaptation and the exploration of visualization of space and culture via artistic exploration.
Method Seminar, fieldwork and critique.
Requirements None other than to be an exchange student in the faculty of art and design.
Additional reading and other materials To be assigned in class.
Evaluation Pass/fail
Timing Fall and spring term.
Target group Foreign exchange students to the faculty of art and design (BA, MA)
Tutor Michael Jacobs
Language of instruction English
Registration to Michael.jacobs@ulapland.fi in the beginning of academic term

UYLE0228 Independent Photography Studies Seminar 4 cr.
Learning outcomes A better understanding of the process of project based photography from its inception through to completion.
Content Independent studies in photography. Project design and execution.
Method Seminar discussions; eight meetings per term. Critique.
Requirements Seminar participation, project design and execution. Final critique and evaluation.
Required reading To be agreed upon
Evaluation 5-1 / failed
Timing Autumn/spring semester
Target group Foreign exchange students to the faculty of art and design (BA, MA)
Tutor Michael Jacobs
Language of instruction English
Additional information Max. 10 exchange students
Registration to Michael.jacobs@ulapland.fi in the beginning of academic term

MAAD1103 Arctic Art, Design and Innovation 5 cr.
Content Students will be able to identify the main concepts and process related to thematic discussion and development processes in the arctic region. Students will learn how to use research and development strategies as well as methods and approaches based on art and creativity needed to solve extreme problems.
Learning outcomes The course will introduce the thematic discussions related to the research, development and innovation work related to arctic art and design. The course will introduce central concepts in the core of arctic art, design and innovation: design for social innovation, design thinking, wicked problems and applied visual art. The course will also introduce research processes and case studies on development work in the north. Arctic Art, Design and Innovation work can be applied into marginal contexts and help in generating radical innovation for both social and business contexts
Method The course will be carried out through lectures and workshops 32 hours, and a seminar work, independent work.
Literature
Brown, T. (2008). Design Thinking. Harvard Business Review, June 2008, 84-92. Darso, L (2004) Artful Creation: learning-Tales of Arts-in-Business.
Jokela, T., Goutts, G. Huhmarniemi, M. and Härkönen, E. (Eds): COOL – Applied Visual Arts in the North. Publications of the Faculty of Art and Design of the University of Lapland. Series C. Overviews and Discussion 41. 2013
Kolko,J.(Wicked Problems: Problems Worth Solving. Austin Centre of Design.
https://www.wickedproblems.com/read.php
Manzini, E.: Making Things Happen: Social Innovation and Design. Design Issues. Winter 2014, Vol. 30, No. 1, Pages 57-66 MIT
Tahkokallio, P.(Ed.): Arctic Design - Opening the Discussion. University of Lapland. Publications of the Faculty of Art and Design of the University of Lapland Series C. Overviews and Discussion 38. Rovaniemi 2012
Evaluation 1-5 / fail
Timing 1st period of 1st year MA studies

Target group MA and Doctoral students, exchange students (BA, MA)
Tutors Professors responsible for the programme
Language of instruction English

UMUO4005 Arts-Based and Community-Based Participatory Research Approaches 3 cr.
Contents Introduction to a variety of arts-based and community-based research approaches of art education, applied visual arts and design.
Learning outcomes Student will be able to use and combine arts-based and community-based methods and practice as research in the arts to his/her thesis and understands a specific nature of such methods in the field of academic research.
Methods Lectures 24 hours, exercises and independent work 46 hours
Requirements Active participation to the lectures, successful completion of assignments.
Literature
Leavy, Patricia: Research Design, 2017
Leavy, Patricia: Method Meets Art. Arts-Based Research Practice, 2009
Barone, Tom & Eisner, Elliot (2012) Arts based research
Cahnmann-Taylor, Melisa & Siegesmund, Richard (eds.): Arts-based research in education: Foundations for practice. 2008.
Shared articles
Evaluation 5-1 / fail
Timing 1st period of first year Master's studies
Tutor Maria Huhmarniemi, Satu Miettinen and Timo Jokela

Media Studies:
AAVM0306 Advanced Artistic Production (5 cr. / term, maximum total 10 cr.)
Content Seminars, assignments, reports, group feedback, independent working, the dialog of artistic production in the making of master's thesis.
Learning outcomes After the conclusion of the course the student will be able to independently plan and complete a demanding artistic or productive project and thus masters the artistic expression or the tasks of production in some area of the artistic production. Instead of the individual working it is possible that the student will hold a responsible artistic role in some (AV) production. The student can present and evaluate different stages of the production and see her /his own action as a part of the artistic tradition.
Method 10 cr.: Seminars 48 h. Independent work 222 h.
Literature
Will be negotiated individually with the teachers.
Evaluation Pass / fail
Target group 4th year of studies
Tutors Professor Eija Timonen, lecturer Max Juntunen
Language of instruction Finnish and/or English

AAVM1207 Production Workshop 5 cr.
Timing 1st -4th period
Evaluation 5-1 / failed
Tutor Max Juntunen, Timo Haanpää, Jari Mikkola
Language of instruction Finnish and/or English

AAVM1104 Multimedia Expression 3 cr.
Content The course is theoretical dip through various methods, keywords, historical events and people related to multi- / new / digital media art. This gives background to reflections on the rapidly changing technology and its effect in everyday life. Various past, present and future issues and themes are presented and discussed in class.
Method lectures 28 hours, discussion, online diary and discussion, small exercises, independent work 53 h.
Evaluation 5-1 / fail
Target group 1 or 2nd year students / students with no knowledge of media art
Tutor Tomi Knuutila

AAVM1304 Simulation Culture 5 cr.
Content General view over simulation culture as a historical phenomenon. Simulation, modern spectacle and the magic circle.
Learning outcomes
Student
- is able to name productive and cultural influences of simulation culture and spectacle.
- can describe the integral artistic and historical contexts of simulation, including physical components, representation protocols, governing principles and cognitive interests of simulation culture and the modern spectacle, including games.
Method Lectures, demonstrations and discussions 21h, literature. Independent work 114h.
Requirements Lectures, literature and essay.
Literature
Ekman Ulric (ed.): Throughout: Art and Culture Emerging with Ubiquitous Computing
 (2013); Seppo Kuivakari: "Interface Archaeology in Simulation Culture", in Paul Wilson and Patrick McEntaggart (eds.), Navigating Landscapes of Mediated Memory (2012).
Evaluation 5-1 / failed
Timing 1. period.
Target group 4. year (optional)
Tutor Seppo Kuivakari
Language of instruction English

AAUD0104 Interaction Design 5 cr.
Content Interaction Design deals with the fairly new (research) area of design: designing something which is between the human and the machine. This course concentrates on computer-created interfaces but is not limited to computer graphical user interfaces. Examples of physical interaction is presented, along with examples and demos of touch-screen technology, camera-based movement tracking, sensor-based computing. Examples of user-centered design and usability principles and usability testing methods are presented.
Method Lectures, exercises, demos, presentation of a selected topic, final production. Lectures and work during the class 55 hours, individual work 80 hours.
Evaluation 5-1 / fail
Target group 2nd-3rd year students, beginner / middle level
Tutor Tomi Knuutila

AAUD0223 Spatial and Interactive Moving Image 5 cr.
Content, Method
Lectures, exercises 55h. Independent work 80h.
Timing Autumn / Spring
Target group Basically for anyone with an open mind and an interest to work on a cross-disciplinary group
Tutors Tomi Knuutila / Tom Engblom
Additional information May not be available every semester/a limited number of students are accepted

AAUD0405 Experimental Workshop 3 cr.
Content The course subject and content varies every year, and it can be arranged in autumn, spring or both. Previously the course contents have included installation building, moving image design, spatial media design, audio design, scientific data visualization, interaction design, hacking electronics, dance and new media etc.
Method 5-day full-time workshop, with independent work before, during and after the course.
Requirements
Active participation to the workshop; successful completion of task
Evaluation 5-1 / failed
Timing Autumn / Spring
Target group Art & Design students, architect students, science students, researchers, sound & music students, computing students, basically for anyone with an open mind and an interest to work on a cross-disciplinary group

Tutor Tomi Knuutila / Jari Mikkola
Additional information May not be available every semester/a limited number of students are accepted

AUDIOVISUAL MEDIA CULTURE, **SPRING SEMESTER 2020**
Art and Design Studies:
UART1103 Art and Visual Culture in the North	3 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
UYTY0116 Socially-engaged Art	2 cr.

Media Studies:
AAVM1306 Experience Technologies	5 cr.
AAVM1207 Production Workshop	5 cr.
*AAUD0407 Applied Multimedia Expression	5 cr.
*AAVM1103 Moving Image	4 cr.
*AAUD0405 Experimental workshop	
(autumn or spring semester)	3 cr.
*AAUD0504 Animation Workshop	3 cr.
*ANPE1117 Game Design	5 cr.

* May not be available every semester/a limited number of students are accepted
** May be overlapping with other courses on the module

Art and Design Studies:
UART1103 Art and Visual Culture in the North 3 cr.
Learning outcomes
At the end of the course student is able to
- get an idea of culture and environment in North through fine art, contemporary art and community art
Content
The North presented in fine art, North in the art, art in the North from the community art and environment studies perspective. The course is based on MAAD1102, student can choose to complete **one** of the courses.
Method
Lectures and seminars 21 hours, independent work 17 hours. Visits to the exhibitions in Arktikum, in Rovaniemi art museum and other galleries; discussions and an essay on exhibitions.
Evaluation Pass / Fail
Timing 3rd period
Target group Exchange students (BA)
Tutors Tuija Hautala-Hirvioja, Timo Jokela, Mirja Hiltunen, Michael Jacobs, Maria Huhmarniemi, Max Juntunen
Language of instruction English
Suggested reading
Lohiniva, L.: Berenice's hair in search of northern woman artist's identity, 1999
Framework: The Finnish Art Review 1/2004
Guttorm, G. 2014. Contemporary Duodji – a personal experience in understanding tradition. In Jokela. T. & Coutts G. (eds) *RELATE NORTH – Art, Heritage & Identity.*
Huhmarniemi, Maria & Jokela, Timo & Vuorjoki, Susanna: Talven taide. Winter Art, 2003
Shared articles

UART1102 Finnish Design 4 cr.
Content
The design culture in Finland is presented and discussed by using Finnish industrial, graphic, audio-visual, fashion and textile designers and their works as examples. Lectures are given from different fields of design. The emphasis is to introduce the key elements of Finnish design. Students will make assignments in groups, where they will apply their knowledge on Finnish design.
Learning outcomes
At the end of this course student
- has basic knowledge on Finnish design

- can recognize different fields of design culture in Finland
- can apply the understanding of Finnish design in assignments
Method
Lectures about different fields of Finnish design by using examples. Group assignment, where students are asked to apply their knowledge on Finnish design. Lectures and guided exercises 28 hours, 80 hours independent work.
Requirements
Presence during the lectures (80%) and the finished assignment with a presentation.
Literature
Korvenmaa, Pekka: Finnish Design –A Concise History, Design Forum Finland: Finnish Design Yearbook.
Evaluation 5-1 / failed
Timing 2st and 4rd period
Target group Exchange students (BA, MA) and Faculty of Art and Design students (BA, MA). Max 30 students.
Responsible tutor Milla Johansson
Language of instruction English

UART1105 Introduction to service design 5 cr.
Learning outcomes After the course student:
- understands the key concepts, methods, process and background of service design
- understands service design as a design activity and its link to one's own field of study
- has got basics for further method studies and projects on service design
Method: Lectures, exercises, design assignment and a final report for a case organization
Literature: Stickdorn, M. and Schneider, J. (Eds). 2010. "This is Service Design Thinking. Basics - Tools - Cases." BIS Publishers. NL.
Content The goal of the course is to give the participant an overview about service design, its key concepts, methods and process. The course will contain both theory and one practical case assignment, or smaller-scale service design tasks.
Method Lectures and workshop studying (35 hours), independent studies (100 hours)
Requirements Presence during the lectures (80%), finished assignment and a final report.
Evaluation 5-1 / failed
Timing 2nd and 4th period
Target group Exchange students (BA, MA)
Tutor To be announced later
Language of instruction English

UYTY0116 Socially-engaged Art 2 cr.
Content
Outlining the differences between visual art, community art, community based art education art, architecture. The course will explore specific strategies and approaches to socially engaged art practices through readings and direct engagement with community-based projects. Application options of visual art in event environments and programme services. Principles of art's eff on wellbeing.
Learning outcomes
Having completed the course the student can
-outline the operating area of applied visual art
-recognize the skills needed by a visual artist in designing and implementing event environments and events
-understand the theoretical principles community art activity
Method
Lectures and exercises 24 h, independent work 51 h
Requirements
Active participation in lectures and exercises. Implementation of tasks and group work.
Reading
Jokela, T; Coutts, G. & Härkönen, E. Cool. Applied visual art in the North, 2013
Coutts, G. & Jokela, T. (Eds.) Art, Community and Environment, 2008
Grande, J. Balance. Art and Nature, 2004

Kylänen, M. & Häkkinen A. (eds.). Articles on Experiences 5 – Arts and Experiences, 2007
Ahonen A. etl all. Crystals of Children's Well-being. Cross Boarder Collaboration between Schools in the Arctic, 2008
Articles handed out during the course
Evaluation 1–5 / fail
Timing 4th period
Target group First year of Master's studies, Exchange students (BA)
Tutor Art Education Lecturer
Language of instruction English.
Additional information

Media Studies:
AAVM1306 Experience Technologies 5 cr.
Content
Historical definitions for mediated experiences, understanding of contemporary experience technologies in the framework of experience industry and economy
Learning outcomes
After completion of the course the student is able to
- contextualize different forms of experience technologies, including media art and popular culture
- understand theoretical perspectives to technologically supported aesthetic experiences
Method
Weekly assignments as group work, group field reports on experiences provided by e.g. game industry, karaoke and/or media art exhibitions (depending on exhibition schedules 12. Independent work 123h.
Requirements
Successful completion of required exercises
Supplementary literature: Supplementary literature will be given on lectures by the instructor
Evaluation 5–1/ fail
Timing Spring / period 4
Tutor Audiovisual media culture / Lecturer Seppo Kuivakari
Language of instruction English

AAVM1207 Production Workshop 5 cr.
Timing 1st -4th period
Evaluation 5-1 / failed
Tutor Max Juntunen, Timo Haanpää, Jari Mikkola
Language of instruction Finnish and/or English

AAUD0407 Applied Multimedia Expression 5 cr.
Content
Multimedia programming is a programming course for those who have none, little, some or a lot experience in programming. It does go through basic concepts in traditional programming languages, but with environments, which help to bring in multimedia content (using software like Flash and Processing). The course also gives a starting point to visual programming tools, like Quartz Composer and Max /MSP or Pure Data. The student can concentrate on a programming method on a suitable individual level.
Method
Lectures, exercises, final work, presentation. Lectures and work during the class 48 hours, individual work 60 hours.
Evaluation 5-1 / fail
Target group 3rd year students / advanced
Tutor Tomi Knuutila

AAVM1103 Moving Image 4 cr.
Content
The narration and style of moving image, genres and the basics of video techniques: shooting, sound, lightning and editing

Learning outcomes
At the end of the course the student is able to
- recognize the basics of stylistic elements of moving image: Mise-en-scene, shooting, sound and editing and narration strategies
- recognize the differences between fiction, documentary and video as works of art and to notify the different approaches in the making of art
- know how to use the video camera and how to make sound recording
Method
Lectures and guided exercises 48h. Independent work 60h.
Requirements
Active participation to the lectures; essays and guided exercises and successful completion of task
Literature
BORDWELL DAVID, THOMPSON KRISTIN: Film Art: An Introduction (7th edition), 2003, RUSH MICHAEL: New Media in the Later 20th-Century Art, 1999
Evaluation 5-1 / failed
Target group First year students
Tutor Audiovisual media culture / Timo Haanpää
Language of instruction Finnish and English
Additional information May not be available every semester/a limited number of students are accepted

AAUD0405 Experimental Workshop 3 cr.
Content
The course subject and content varies every year, and it can be arranged in autumn, spring or both. Previously the course contents have included installation building, moving image design, spatial media design, audio design, scientific data visualization, interaction design, hacking electronics, dance and new media etc.
Method
5-day full-time workshop, with independent work before, during and after the course.
Requirements
Active participation to the workshop; successful completion of task
Evaluation 5-1 / failed
Timing Autumn / Spring
Target group
Art & Design students, architect students, science students, researchers, sound & music students, computing students, basically for anyone with an open mind and an interest to work on a cross-disciplinary group
Tutor Tomi Knuutila / Jari Mikkola
Additional information May not be available every semester/a limited number of students are accepted

AAUD0504 Animation Workshop 3 cr.
Content Getting acquainted with animation technique and basics of traditional and digital animation.
Method Lectures, examples, exercises, final project 36h, individual work 45 hours.
Prerequisite Basic knowledge of digital media elements: image, video and sound.
Tutor Tomi Knuutila

ANPE1117 Game Design 5 cr.
Timing 4th period
Tutor Tomi Knuutila
Language of instruction Finnish and/or English