

University of Lapland

ART/TTK - Audiovisual Media Culture, Autumn 2022

AUDIOVISUAL MEDIA CULTURE:

The following courses are open to all exchange students and available in Autumn period:

UART1102 Finnish Design 4 cr.

UART1105 Introduction to service design 5 cr.

UVAP0161 Adaptation Charting 3 cr.

UYLE0228 Independent Photography Studies Seminar 4 cr.

MAAD1102 Introduction to Arctic Cultures 5 cr.

MAAD1103 Arctic Art, Design and Innovation 5 cr.

UART1101 Fine Art Excursion in Lapland 5 cr.

UMUO4005 Arts-Based and Community-Based Participatory Research Approaches 3 cr.

The following courses are for Audiovisual Media Culture Exchange students in Autumn period:

AAVM0306 Advanced Artistic Production 5 cr.

AAVM1207 AV- Production Workshop 5 cr.

AAVM1104 Multimedia Expression 3 cr.

AAVM1304 Simulation Culture 5 cr.

AAUD0104 Interaction Design 10 cr.

AAUD0223 Spatial and Interactive Moving Image 5 cr. *

AAUD0405 Experimental Workshop 3 cr. *

AAUD0407 Applied Multimedia Expression 5 cr.

AAVM1103 Moving Image 4 cr.

AAUD0504 Animation Workshop 3 cr. *

AAVM0309 Media Production on Current Issues, 1-5 ECTS cr.

* may not be available every semester

Code	Name	Credits
ARTAVM22A	ART/TTK - Audiovisual Media Culture, Autumn 2022	2-80
Open to all Exchange Students and available in Autumn period:		1-40
UART1102	<i>Finnish Design</i>	4
UART1105	<i>Introduction to Service Design</i>	5
UVAP0161	<i>Adaptation Charting</i>	3-5
UYLE0228	<i>Independent Photography Studies Seminar</i>	2-5
MAAD1102	<i>Introduction to Arctic Cultures</i>	5
MAAD1103	<i>Arctic Art, Design and Innovation</i>	5
UART1101	<i>Fine Art Excursion in Lapland</i>	5
UMUO4005	<i>Arts-Based and Community-Based Participatory Research Approaches</i>	3
Open for Audiovisual Media Culture Exchange Students in Autumn period:		1-40
AAVM0306	<i>Advanced Artistic Production</i>	5-10
AAVM1207	<i>AV-Production Workshop</i>	5
AAVM1104	<i>Multimedia Expression</i>	3
AAVM1304	<i>Simulation Culture</i>	5
AAUD0104	<i>Interaction Design</i>	10



AAUD0223	<i>Spatial and Interactive Moving Image</i>	5
AAUD0405	<i>Experimental workshop</i>	3
AAUD0407		5
AAVM1103	<i>Moving Image</i>	4
AAUD0504	<i>Animation Workshop</i>	3
AAVM0309	<i>Media Production on Current Issues</i>	1-10

ARTAVM22A ART/TTK - Audiovisual Media Culture, Autumn 2022: 2 - 80 op

Open to all Exchange Students and available in Autumn period:: 1 - 40 op

UART1102 Finnish Design: 4 op

Objectives

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

Contents

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.

Accomplishment methods

Presence during the lectures (80%) and the finished assignment with a presentation.

Study methods

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.

Further information

Max 30 students.

Evaluation scale

H-5

Assessment criteria

0-2

(0) The performance is very incomplete or incorrect, or contains significant misunderstandings. (1-2) Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings.

5

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The tasks are well written and/or implemented.

UART1105 Introduction to Service Design: 5 op

Objectives

At the end of this 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

Contents

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

Accomplishment methods

Presence during the lectures (80%), finished assignment and a final report.

Study methods

Lectures, exercises, design assignment and a final report for a case organization

Learning material

More literature information and extra material

Stickdorn, M. and Schneider, J. (Eds). 2010. "This is Service Design Thinking. Basics - Tools - Cases." BIS Publishers. NL.

Evaluation scale

H-5

Assessment criteria

0-2

5-1 / failed

UVAP0161 Adaptation Charting: 3 - 5 op

Objectives

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.

Contents

Theories of adaptation and the exploration of visualization of space and culture via artistic exploration.

Accomplishment methods

None other than to be an exchange student in the faculty of art and design.

Study methods

Seminar, field work and critique.

Further information

Additional reading and other
To be assigned in class.

Evaluation

Pass/fail

Timing

Autumn and spring

Target group

Foreign exchange students to the faculty of art and design (BA, MA)

Tutor

Michael Jacobs

Language of instruction

English

Evaluation scale

Approved/Rejected

UYLE0228 Independent Photography Studies Seminar: 2 - 5 op

Objectives

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.

Contents

Theories of adaptation and the exploration of visualization of space and culture via artistic exploration.

Accomplishment methods

None other than to be an exchange student in the faculty of art and design.

Study methods

Seminar, field work and critique.

Further information

Additional reading and other materials

To be assigned in class.

Timing

Autumn and spring

Target group

Foreign exchange students to the faculty of art and design (BA, MA)

Tutorâ€™
Michael Jacobsâ€™

Language of instructionâ€™
Englishâ€™

Evaluation scale
Approved/Rejected

MAAD1102 Introduction to Arctic Cultures: 5 op

Objectives

At the end of the course 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

Contents

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.

Accomplishment methods

Lectures and seminars 28 hours, independent work, a learning diary and a seminar on literature.

Further information

Timing

Autumn of first year

Target group

The student of Master's programme in Arctic Art & Design, exchange students (BA, MA)

Tutors

Maria Huhmarniemi and teaching and research staff of Arctic Centre and Faculty of Art and Design

Evaluation scale

H-5

Assessment criteria

0-2

Participation in the course is very low. Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Participation in the course is regular. Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. Basic understanding of Arctic Cultures has been formed, but there may be shortcomings.

5

Participation in the course is active. The performance outlines a broad entity and the knowledge of Arctic Cultures can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The learning diary is well written or implemented.

MAAD1103 Arctic Art, Design and Innovation: 5 op

Objectives

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.

Contents

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.

Study methods

The course will be carried out through lectures and workshops 32 hours, and a seminar work, independent work.

Further information

Timing

Autumn of first year

Target group

MA and Doctoral students

Tutor

Satu Miettinen and Glen Coutts

Learning material

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.

Kolko, J.: Wicked Problems: Problems Worth Solving. <https://www.wickedproblems.com/read.php>

Manzini, E.: Making Things Happen: Social Innovation and Design. Design Issues. Winter 2014, Vol. 30, No. 1

Tahkokallio, P. (Ed.): Arctic Design - Opening the Discussion. 2012

Jokela & Coutts: Relate North series 2014 – 2020

Evaluation scale

H-5

Assessment criteria

0-2

Participation in the course is very low. Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Participation in the course is regular. Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The main concepts and approaches of arctic art, design and innovation have been formed, but there may be shortcomings

5

Participation in the course is active. The performance outlines a broad entity and the knowledge of arctic art, design and innovation can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The course tasks are well implemented.

UART1101 Fine Art Excursion in Lapland: 5 op

Objectives

At the end of this course student is able to- have an orientation to culture, landscape and environment in the Lappish north through photography, painting and regional cultural history

Contents

Introduction to photography, painting and culture of the Lappish landscape. The North presented via art of photography and painting, a cultural overview of the North in art and history.

Accomplishment methods

Participation and critique, diary based on experiences in the course, 6-8 pages.

Study methods

Lectures, practice, critique.

Further information

Additional information

Min. 6 students, max. 10 students. Students are required to pay for the travel, accommodation and subsistence costs (app. 150-200 eur) themselves. There will be lectures about basic photographic theory and practice. For painting only requirements are to bring the proper materials along. All students willing to attend need to REGISTER to michael.jacobs@ulapland.fi as soon as possible.

Prerequisites

A basic knowledge of photography.

Evaluation scale

Approved/Rejected

UMUO4005 Arts-Based and Community-Based Participatory Research

Approaches: 3 op

Objectives

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.

Contents

Introduction to a variety of arts-based and community-based research approaches of art education, applied visual arts and design.

Accomplishment methods

Active participation to the lectures, successful completion of assignments

Study methods

Lectures 24 hours, exercises and independent work 46 hours.

Further information

Timing

Autumn of first year Master's studies

Tutor

Maria Huhmarniemi, Satu Miettinen and Timo Jokela

Learning material

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 scale

H-5

Assessment criteria

0-2

Participation in the course is very low. Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things of arts-based and community-based research strategies and methods in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Participation in the course is regular. Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture of arts-based and community-based research strategies has been formed, but there may be shortcomings.

5

Participation in the course is active. The performance outlines a broad entity and the knowledge of arts-based and community-based research strategies and methods can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The essay is well written.

Open for Audiovisual Media Culture Exchange Students in Autumn period:: 1 - 40 op

AAVM0306 Advanced Artistic Production: 5 - 10 op

Objectives

After the execution 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.

Contents

Seminars, assignments, reports, group feedback, independent working, the dialog of artistic production in the making of master's thesis.

Study methods

For the exchange students attending only during the autumn term gives 5 cr: seminars 24 hours. Independent work 111 h.

Also for the exchange students attendance on both autumn and spring terms gives 10 cr: seminars 48 h, independent work 222 h. However, it is not possible to attend plainly on the spring term.

Further information

For exchange student who possesses basic skills on audiovisual production (video, multimedia) attending is possible during the autumn term. See toteutustavat / completion above.

Learning material

The reading will be agreed specifically with the responsible teacher.

Evaluation scale

Approved/Rejected

Assessment criteria

0-2

Pass / fail

Pass / fail

FAILED

The performance is very weak or incorrect or includes big misunderstanding. The given task, production, project or work has not been completed. The amount of absence is big. The attendance on the work / making (task, production, project, product) and other activeness are weak or missing.

PASSED

The performance equals the task, shows understanding and ability to analyse and justify. There is a complete image but it may have some faults. The performance or completed work, production, project or work is well or excellently made, documented, reported, written or otherwise completed. The attendance on the work / making (task, production, project, product, work) and other activeness actualizes fine and produces a good or excellent conclusion.

AAVM1207 AV-Production Workshop: 5 op

Objectives

At the end of this course a student

- identify the different areas of AV production and their requirements in design and implementation
- is able to act as a member of a responsible production group in the AV production group
- is able to apply own expressive or production skills to the design and / or implementation of the Product

Contents

Participation in external or university AV production. Self-productive artistic or production work independently or in a production group.

Accomplishment methods

Production report, participation to AV production, documenting, presenting and evaluating.

Study methods

Planning sessions and meetings in different working stages 35 h. Productive working within some role in AV production, production report, record / documentary about the production, independent 100 h.

Further information

Autumn - spring

3. study year

compulsory

Evaluation scale

H-5

Assessment criteria

0-2

5-1 / failed

AAVM1104 Multimedia Expression: 3 op**Objectives**

The student understands and recognises various historical current in the field of creative media expression: technological developments, innovations in expressive methods, influences to and from the art world and media science. The student develops a deeper understanding in a field of one's own interest and understands the basic concepts of creative programming and technology.

Contents

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.

Accomplishment methods

Attendance to lectures, completed exercises and final work.

Study methods

Lectures 28 hours, independent work: e.g discussion, online diary, small exercises, final work 53 h.

Further information

Fall

Learning material

Distributed in class

Prerequisites

Applicable to all interested.

Evaluation scale

H-5

Assessment criteria

0-2

Fail: The performance is very incomplete or incorrect, or contains significant misunderstandings.

1-2: Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities. References not in academic style or context.

3-4

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings. References done in academic style.

5

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The final work is inspiring and well implemented. Academic referencing impeccable.

AAVM1304 Simulation Culture: 5 op

Objectives

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.

Contents

General view over simulation culture as a historical phenomenon. Simulation, modern spectacle and the magic circle.

Accomplishment methods

Lectures, literature and essay.

Study methods

Lectures, demonstrations and discussions 18h, literature. Independent work 117h.

Further information

Autumn

4. year

Optional

Evaluation scale

H-5

Assessment criteria

0-2

5-1 / failed

AAUD0104 Interaction Design: 10 op

Objectives

At the end of this course a student

- understand the principles of interaction design
- is able to utilize various technologies related to user testing, prototyping, interface design and information design

Contents

Interaction Design deals designing something which is between humans and machines. This course discusses interaction design on a broad level, not only graphical user interfaces. Group work is done

in various fields: e.g physical interaction, touch-screen technology, AR, VR and XR, sensor-based computing. Examples of user-centered design and usability principles and usability testing methods are presented. The course is taught together with the Industrial Design and their advanced production / Interaction Design -course.

Accomplishment methods

Attendance to lectures, exercises in class and at home, lecture diary and participation to group works.

Study methods

Lectures, exercises, demos, group work and presentations. Lectures and work during the class 55 hours, individual work 80 hours.

Further information

Fall

Learning material

Bill Moggridge: Designing Interactions

More information about literature during the class

Prerequisites

Basic understanding of the design field and design tools

Evaluation scale

H-5

Assessment criteria

0-2

Fail: The performance is very incomplete or incorrect, or contains significant misunderstandings.

1-2: Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings.

5

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The answer is well written or implemented.

AAUD0223 Spatial and Interactive Moving Image: 5 op**Objectives**

After the course the student knows how to:

- produce moving image to spatial contexts
- manipulate moving image in real time
- produce video material for performative art productions: theatre, dance, music
- apply basics of interactivity with moving image
- produce and publish interactive media for different platforms

- analyse the relationship between moving image and space

Contents

Projection (mapping), real-time produced and manipulated moving image, interactive narration and moving image, motion capture, image recognition, 360° photo and video, VR- and AR- technologies

Accomplishment methods

Lectures, exercises, essay and independent work.

Study methods

Lectures, exercises 55 hours. Independent work 80 hours.

Further information

Fall

Learning material

Announced during the course

Prerequisites

Basic media tools: video, sound and image editing

Evaluation scale

H-5

Assessment criteria

0-2

0: The performance is very incomplete or incorrect, or contains significant misunderstandings.

1-2: Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings.

5

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection.

AAUD0405 Experimental workshop: 3 op

Objectives

After the course the student knows how to:

- find new ways for personal media expression
- recognise and try out contemporary trends in media art
- utilise new techniques and technologies in personal art work

Contents

The course is organised irregularly, when resources permit and meet a demand.

Accomplishment methods

Presenting workshop results in visual and / or textual format. Agreed with the course teachers and responsible staff members.

Study methods

Working method varies from course to course, agreed with the teacher and staff. Typically 36 hours lecturing / exercises plus individual work 45 hours.

Further information

May not be available every semester / Sometimes only a limited number of students are accepted.

Learning material

Tbd during class

Evaluation scale

Approved/Rejected

Pass / fail

Fail:

The performance is very incomplete or incorrect, or contains significant misunderstandings.

Accepted:

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed.

AAUD0407 : 5 op

Further information

May not be available every semester/a limited number of students are accepted

AAVM1103 Moving Image: 4 op

Objectives

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

Contents

The narration and style of moving image, genres and the basics of video techniques: shooting, sound, lighting and editing

Accomplishment methods

Active participation to the lectures; essays and guided exercises and successful completion of task

Study methods

lectures and guided exercises 48h.Independent work 60h.

Further information

Additional information

May not be available every semester/a limited number of students are accepted

Evaluation scale

H-5

Assessment criteria

0-2

5-1 / failed

AAUD0504 Animation Workshop: 3 op

Objectives

After the course the student knows:

- How to use different types of animation tools, techniques and material
- Basics of animation history and important animated features and animators
- How to produce basic stop-motion animation using devices such as mobile phones or digital SLR cameras
- How drawn animation is created and still images turned to moving images
- the basic principles of human movement in animation
- How to create basic animations for websites, movies or games

Contents

Traditions in animated films. Expression possibilities of animation. Basic animation principles. Animation in theory and practice. Stop-motion and 2D animation is at focus, and basics of animation expression, such as rhythm, movement, expression, framing.

Accomplishment methods

Lectures, examples, small (2D) animation exercises using various methods, final work with individually selected technique

Study methods

Lectures, exercises 36 hours, individual work 45 hours.

Further information

Spring term.

A limited number of students are accepted

Learning material

Announced during class.

Evaluation scale

H-5

Assessment criteria

0-2

Fail:

The performance is very incomplete or incorrect, or contains significant misunderstandings.

1-2:

Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings.

5

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The answer is well written or



implemented.

AAVM0309 Media Production on Current Issues: 1 - 10 op

Evaluation scale

Approved/Rejected