

## University of Lapland

# ART/TTK - Audiovisual Media Culture, Spring 2023

The following courses are open to all exchange students available in Spring 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.

UART1103 Art and Visual Culture in the North 3 cr.

UYLE0352 Excursion to the art and culture of Lapland 3 cr.

UKUV0915 Excursion: Art in Public Spaces and Exhibitions 2 cr.

The following courses are for Audiovisual Media Culture exchange students in Spring period:

AAUD0407 Applied Multimedia Expression 5 cr.

AAVM1103 Moving Image 4 cr.

AAUD0604 Editing and Post-production 4 cr.

AAUD0504 Animation Workshop 3 cr. \*

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

UCREA1015 Interactive Materials and Digital Craft 5 cr.

\* may not be available every semester

Code	Name	Credits
<b>ARTAVM23S</b>	<b>ART/TTK - Audiovisual Media Culture, Spring 2023 6-54</b>	
ARTAVM2022K-CATEGORY-1002 Spring Module for all international art students		3-27
UART1103	Art and Visual Culture in the North	3
UART1102	Finnish Design	4
UART1105	Introduction to Service Design	5
UYLE0228	Independent Photography Studies Seminar	2-5
UVAP0161	Adaptation Charting	3-5
UYLE0352	Excursion to the art and culture of Lapland	3
UKUV0915	Excursion: Art in Public Spaces and Exhibitions	2
ARTAVM2022K-CATEGORY-1003 only for media studies students		3-27
AAUD0503	Applied Multimedia Expression	5
AAVM1103	Moving Image	4
AAUD0604	Editing and Post-production	4
AAUD0504	Animation Workshop	3
AAVM0309	Media Production on Current Issues	1-10
UCREA1015	Interactive materials and digital craft	5

**ARTAVM23S ART/TTK - Audiovisual Media Culture, Spring 2023: 6 - 54 op**

**ARTAVM2022K-CATEGORY-1002 Spring Module for all international art students:**

## 3 - 27 op

### UART1103 Art and Visual Culture in the North: 3 op

#### Objectives

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

#### Contents

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.

#### Study methods

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 scale

Approved/Rejected

Pass / fail

Fail

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

Pass

The students have completed the course task according the demand.

### 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

**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)

Tutor

Michael Jacobs

Language of instruction

English

**Evaluation scale**

Approved/Rejected

**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

## **UYLE0352 Excursion to the art and culture of Lapland: 3 op**

### **Objectives**

At the end of the course a student is able to:

- recognize central Lappish art collections, monuments and architectural objects.
- estimate the art historical value of cultural and art objects
- locate cultural and art objects to temporal, historical, cultural and religious-ideological framework

### **Contents**

During the excursion we acquaint ourselves with central Lappish art collections, monuments and architecture.

### **Accomplishment methods**

Method

Excursion in May, lectures, introductions and experience diary.

Requirements

Active participation and the diary

Evaluation

Pass / fail

Timing

Spring

Target group

Students who are interested in the art and culture of Lapland

Tutor

Fine Art and Cultural Studies/Tuija Hautala-Hirvioja ja Jonna Katajamäki

Language of instruction  
English/Finnish

**Further information**

Optional, arranged if enough participants  
Costs 200-300 euros, which covers travelling, accommodation and guidance

**UKUV0915 Excursion: Art in Public Spaces and Exhibitions: 2 op****Objectives**

Learning outcomes: At the end of this course student is able to  
- view public art with relation to environment - understand the productive part of public art - view topical exhibition

**Contents**

Excursion to Oulu in March or April. Visit to art museums, churches, galleries and other public places. Introduction to art exhibitions and to art works in public places. Please note that students must pay for the excursions accommodation in Oulu themselves.

**Accomplishment methods**

Lecture, active participation and the diary

**Study methods**

Lecture, excursion and a diary.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

Pass / fail

**ARTAVM2022K-CATEGORY-1003 only for media studies students: 3 - 27 op****AAUD0503 Applied Multimedia Expression: 5 op****Objectives**

After the course the student:

- Knows how to use various multimedia tools, devices and software
- Understands and experiments with programming as a creative and expressive practice
- Knows how to use a visual programming environment and other tools, services and technologies and how they can be connected
- Can combine physical world to digital, by creating interactive things, which are both physical and tangible yet virtual and digital
- Knows how to create interactive, real-time manipulated Phygital (physical/digital) environments

**Contents**

Applied multimedia expression is a course for those who have none, little, some or a lot experience in programming. It concentrates on software, which have been designed for manipulation of multimedia content. The course gives a starting point to visual programming tools, such as Isadora or TouchDesigner. Majority of the course revolves around creative technology: how to create reactive and interactive objects or environments? The focus is on ideation and prototyping both in

the physical and in the digital domain.

**Accomplishment methods**

Attendance to lectures, exercises, final work (group or individual), documentation.

**Study methods**

Lectures and work during the class 56 hours, individual work 79 hours.

**Further information**

Spring

**Prerequisites**

Basic media tools, no programming or software knowledge needed.

**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 answer is well written or implemented.

**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, lightning 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

## **AAUD0604 Editing and Post-production: 4 op**

**Objectives**

At the end of this course a student

- is able to specify the different phases of cutting and post-production of moving image production- distinguish between linear and non-linear narrative expressions and possibilities for creating temporal and spatial elements of moving image- notice the potential for surgery to create temporal, spatial, and narrative effects- apply motion picture post-production color definition and other image software to your own work.

**Contents**

The temporal dimensions and strategic starting points and styles of cinematic narration and expression, the use of montage in surgery, the areas of narrative cutting, the production processes of cutting, post-production software, and the areas of post-production.

**Accomplishment methods**

Participation in lectures, written and audiovisual analyzes and exercises, independent cutting work.

**Study methods**

Lectures, analyzes and demonstrations 42 hours, self-employed 66 hours.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

5-1/ fail

## **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.

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**AAVM0309 Media Production on Current Issues: 1 - 10 op****Evaluation scale**

Approved/Rejected

**UCREA1015 Interactive materials and digital craft: 5 op****Objectives**

After completing the course, the student is able to - outline the possibilities of interactive materials and digital craft - apply the acquired knowledge to the design of interactive products or installations at the interface of art, design and technology

**Contents**

Familiarity with current themes and opportunities in the field of interactive materials and digital craft.

Based on the acquired knowledge, interactive products or installations are designed and prototyped at the interface of art, design and technology, utilizing technology-assisted technologies.

**Accomplishment methods**

Participation in lectures and satisfactorily completed assignments. Writing a report.

**Study methods**

45 hours of lectures and supervised work, 90 hours of independent work alone or in groups.

**Prerequisites**

Design students. The course UCREA1003 Introduction to Physical Programming is recommended as pre work.

**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**

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