University of Lapland

ART/TTK - Audiovisual Media Culture, Spring 2024

Code	Name	Credits
ARTAVM24S	**ART/TTK - Audiovisual Media Culture, Spring 2024**	**6-56**
ARTAVM2022K-CATEGORY-1004	Spring Module for all international art students	3-29
UART1102	*Finnish Design*	*4*
UART1105	*Introduction to Service Design*	*5*
UVAP0162	*Adaptation Charting*	*4*
UYLE0227	*Independent Photography Studies Seminar*	*4*
UART1103	*Art and Visual Culture in the North*	*3*
FTEK5005	*Printing Workshop*	*3*
UYTY0211MOOC	*Socially-engaged Arts MOOC*	*4*
UART1106	*Participation on Arctic Design Week*	*2*
ARTAVM2022K-CATEGORY-1005	only for media studies students	3-27
AAUD0407	*Applied multimedia expression*	*5*
AAVM1103	*Moving Image*	*4*
AAUD0604	*Editing and Post-production*	*4*
AAVM0309	*Media Production on Current Issues*	*1-10*
UCREA1015	*Interactive materials and digital craft*	*5*

ARTAVM24S ART/TTK - Audiovisual Media Culture, Spring 2024: 6 - 56 op

ARTAVM2022K-CATEGORY-1004 Spring Module for all international art students: 3 - 29 cr.

UART1102 Finnish Design: 4 cr.

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 25 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 cr.

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

UVAP0162 Adaptation Charting: 4 cr.

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 48 hours, independent work 60 hours.

Further information
Max. 15 students.

UYLE0227 Independent Photography Studies Seminar: 4 cr.

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. 48 hours, independent work 60 hours.

Further information
Max. 15 students.

UART1103 Art and Visual Culture in the North: 3 cr.

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 60 hours including 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.

FTEK5005 Printing Workshop: 3 cr.

Objectives
At the end of the course student is able to- understand the basics of printed textile design and direct printing methods and basic printing techniques- make experiments and produce printed fabrics based on student's ideas and design

Contents
Basic textile printing methods and techniques. Experimenting and printing fabrics with pigment dyes.

Accomplishment methods
Active participation to lectures and guided exercises, successful completion of task.

Study methods
36 hours lectures and guided exercises; 45 hours independent work

Further information
Additional information
Integration: AGRA0506 Workshop in Graphic Design
Max. 12 students.

Evaluation scale
H-5

Assessment criteria
0-2

5-1 / failed

UYTY0211MOOC Socially-engaged Arts MOOC: 4 cr.

Objectives
This course is offered as a massive open online course (MOOC). It is based on the European Commission-funded research project 'Acting on the Margins: Arts as Social Sculpture' (AMASS,

2020–2023). The MOOC provides an overview of socially engaged arts (SEA). Participants will become familiar with SEA practices and gain an understanding of arts-based processes and practical work, as well as their possible application in different contexts and organisations. The course combines SEA, people-centred design, application of arts-based methods, expert videos and practical exercises.

This course presents diverse methodologies for mitigating societal challenges through arts-based initiatives. Readings, photos and video lectures based on projects from eight European countries will introduce participants to the strategies and approaches of SEA practices. The course will briefly examine the principles of engaging communities in the arts and the effect of the arts on well-being. The content covers the basic principles of design-driven participatory processes for social innovation in arts-based initiatives, visual storytelling and assessment of arts projects. To join the course, please visit: https://www.amassmooc.com

Contents
This course is completed independently at the participant's pace. Participants will perform an independent study, aided by pre-recorded video lectures, presentations, podcasts and readings. Each lesson will offer self-paced learning based on lectures from contributors from the eight AMASS partner countries, and participants can choose the order in which they wish to engage with the lessons. Instructions for course completion will be provided throughout the course.

Accomplishment methods
The 8 lessons, cover the following topics:

• Artistic open form in art education for the deaf: Connecting people – CZECH REPUBLIC
• Introduction to socially engaged art for inclusive communities – FINLAND
• Social media presence of disadvantaged communities: Arts-based interventions and visual storytelling to make their true voice clearly heard – HUNGARY
• Design-driven participatory processes with stakeholders in the arts and culture field – ITALY
• Engaging communities in the arts – MALTA
• How to empower participants through visual storytelling and documentation – PORTUGAL
• European cultural policy and the socially engaged arts – SWEDEN
• Developing positive partnerships in socially engaged arts – UNITED KINGDOM

Study methods
Independent work 108 hours.

UART1106 Participation on Arctic Design Week: 2 cr.

Objectives
After completed the course, students are familiar with
• recent examples of sustainable and responsible design
• Arctic a topic and location of design
• using social media to communicate participation on professional events

Contents
Arctic Design Week is held annually during the third week of March (week no. 12) in Rovaniemi. The long-term umbrella theme for Arctic Design Week is responsibility, which showcases sustainable and responsible design, as well as the most successful business ideas, and most spectacular cultural deeds. Part of the program is open only for invited guests and participants who pay a fee, but part is open to the public: some talks, seminars, exhibitions and workshops.

Study methods

Students participate on open events and produce content to social media publications. Requirement is three videos (max 2 minutes each) to present their experience on open events. Instagram and/or linkedin are used as social media platforms in the course. Introduction to the course (2 hours) before the event and closing seminar (2 hours) after the Arctic Design Week

Further information
Timing Week no. 12
Target group Open to all
Pass / fail

Evaluation accepted /rejected

ARTAVM2022K-CATEGORY-1005 only for media studies students: 3 - 27 cr.

AAUD0407 Applied multimedia expression: 5 cr.

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

AAVM1103 Moving Image: 4 cr.

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 cr.

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

AAVM0309 Media Production on Current Issues: 1 - 10 cr.

Evaluation scale
Approved/Rejected

UCREA1015 Interactive materials and digital craft: 5 cr.

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

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