

#### **Cultural Studies**

Cultural Studies is a theoretical course for exchange students on (Dutch) art and culture. As an exchange student at IMT you have the option to participate in this module, together with exchange students of other HKU-courses.

## **Individual Study Activity**

You will also have the option to gain 1 to 4 ECTs with an activity that you initiate yourself: the 'individual study activity'. This activity aims to broaden your horizons and develop your personal profile in relation to the professional field. You can do a project or a short course, take part in an exhibition, dive more depth into a subject of choice, set up an experiment or make an analysis of something that interests you. Together with your mentor you describe your plan and personal learning goals beforehand.

#### Seminars

During week 9 and week 10 you participate in an intensive seminar program. There are no regular classes during those two seminar weeks. In the seminars you will:

- ... work together with students from other departments
- ... look beyond the walls of your own professional field, traditions and working processes.
- ... gain new experiences and discover new interests.
- . . . experience different materials, experiments, disciplines, working methods, insights

## Experimental design:

Two week intensive class on experimental video through design-by-doing point of view. This course emphasizes on concept development through experiment and connects with the field of experimental video art. You will conduct a research in material and medium. Results are an creative process-reflection and an experimental video as a result of the research.

### At the end of the course (learning outcomes):

- ... you are capable to start by making. Not thinking.
- ... you learned how to work in an iterative process.
- ... you have a better understanding of narrativity and non-narrativity.

## TV Ident Design (2ECT)

Two week intensive class in which you create a TV-program identity design Package. This consist of a Logo, Bumper, leader, trailer and end-credits. The project starts with a short briefing and briefing training and continues with the design as well as on the production of deliverables.

#### At the end of the course (learning outcomes):

- ... you are familiar with the basic of a briefing and de-briefing
- ... you learned how to work according to client standards and deadlines.
- ... you have a better understanding of narrativity and non-narrativity.



## Cinema 4D (2ECT)

Two week intensive class in which the basic 3D modelling skills from the first year's will be further developed. The course emphasizes on animation of object in 3D space. It requires an elementary understanding of cinema 4D. Students who are more skilled can find challenges in exploring other uses for 3D modelling, like compositing or exporting for Unity.

## At the end of the course (learning outcomes):

- ... you are skilled in 3D modelling
- ... you are capable of creating basic 3D animation

# Studio Lab / Projection (2ECT)

During this two week class you will get acquainted with various studio equipment, like the motion capture system and other technological means for interactive work. In larger groups you will work on a performative piece or make a video mapping. (a.o. for *Bring Your Own Beamer* event during the Dutch Film Festival

#### At the end of the course (learning outcomes):

- $\ldots$  you are familiar with the performative space and it's equipment.
- ... you are capable of creating a work in which your audience plays an active part.

## Culture and Media Studies: Experimental video Theory (2ECT)

This eight week class focusses on the history and fringes of experimental video and media art. It helps you to give context to your own work and understand the different ways of how to look at . . .

#### At the end of the course (learning outcomes):

... you are familiar with the history of video art.

. . .

# Project05, Spatial Narratives (7 ECT) & Skills-E, Spatial Narratives (4ECT)

During this eight week project you will create a concept and develop an (interactive) video installation. In a team of 4 to 5 students various aspects of movement will be explored. You will receive guidance and masterclasses from external experts like a dramatist and choreographer. The project's classes are supported by skills classes focusing on video-design, sensor-based design and creative coding and spatial constructions. The project finishes with a try-out exhibition in school. Selected works will be shown in spring during the international CINEDANS festival in Amsterdam .

#### At the end of the course (learning outcomes):

- ... you are able to develop a concept and produce a working installation for an audience.
- ... you can document and explain your process and trace back the various iteration in your process.
- ... You are able to work in a team of peers and find your own position and expertise in a team.
- ... you can contextualize your work and show the relation to other makers in the discourse of New Media-Art.
- ... You are capable of building up a spatial work in software, hardware and construction.
- ... you gained experience in exhibiting your work at a festival.