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Module catalogue for the BA in Design

version 2019

Bielefeld University of Applied Sciences, Faculty of
Design

Seven-semester bachelor's degree with four fields of
study:

Digital Media and Experiment
Photography and Visual Media
Communication Design
Fashion

Course schedules

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Module descriptions

Level 1 (1st–2nd semester)

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- Video and Installation Prof. Anja Wiese **15**

Digital Media and Experiment

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- Foundations of Media Spaces, Prof. Rohrmoser/Prof. Florian Kühnle **18**

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Communication Design

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- Foundations of Drawing and Illustration, Prof. Nils Hoff **22**
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Fashion

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- Foundations of Collection Design, Prof. Philipp Rupp **26**

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- Theory II: Foundations of the History of Graphics and Design, Prof. Dr Andreas Beaugrand **29**
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Digital Media and Experiment

- Technology I: Foundations of Audiovisual Media Technology, Prof. Claudia Rohrmoser **32**
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Communication Design

- Foundations of Print Technology, Dipl.-Ing. Kirsten Rudgalwis **36**
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Fashion

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Design modules (specific to the field of study)

Interdisciplinary Design

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Video and Installation, I, II and III, Prof. Anja Wiese **44**

Digital Media and Experiment

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Motion Design, I, II and III, Prof. Claudia Rohrmoser **46**

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Documentary Photography, I, II and III, Prof. Roman Bezjak **47**

Photography and Composition, I, II and III, N.N. **48**

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Photography and Visual Media, I, II and III, Prof. Emanuel Raab **50**

Fashion Photography and Styling, I, II and III, Raab/ Rau **51**

Communication Design

Typography and Layout, I, II and III, Prof. Dirk Fütterer **52**

Drawing and Illustration, I, II and III, Prof. Nils Hoff **53**

Communication Design/Corporate Design, I, II and III, Prof. Robert Paulmann **54**

Interaction Design, Prof. Patricia Stolz, I, II and III, **55**

Fashion

Fashion Graphics, I, II and III, Prof. Willemina Hoenderken **56**

Model Design, I, II and III, Prof. Meiken Rau **57**

Collection Design, I, II and III, Prof. Philipp Rupp **58**

Fashion Design, Hoenderken/Rau/Rupp **59**

Theory of Design

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Andreas Beaugrand **60**

Visual Studies and Linguistics, Prof. Dr Kirsten Wagner **61**

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Technology Modules

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Photography and Visual Media

Analogue and Digital Visual Media Technology I and II, Wim Boes, Kai Lange **66**

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Business Administration and Setting up a Business, Maria Reimer **77**

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Bachelor final project part 1, work **81**

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Remarks:

Modules are listed in structural and alphabetical order.

Acquisition of one credit point is based on a workload of 30 working hours.

Abbreviations

CP = Credit points

ME = Module examination

C = Compulsory module

CE = Compulsory elective module

SCH = Semester credit hour

h = Hours

L = Lecture

ST = Seminar-based tuition

S = Seminar

I = Internship

P = Project

E = Exercise

Course Schedule

Digital Media and Experiment

Final semester	7	Colloquium Presentation in an exhibition/show of work 8 CP/C				2 SCH/30 CP/1 ME	
		Work Creative and practical work 1 SCH/12 CP/C					Thesis Scientific and theoretical work 1 SCH/10 CP
Level 3	6	Design V Motion Design III/Interactive Environments III 1 out of 2 or 2 out of 2 5 SCH/8 CP/CE	Design VI Video and Installation III Space, Sculpture, Objects III Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 12 or 0 out of 12 5 SCH/8 CP/CE	Professionalisation Portfolio/website (can already be taken and graded from the 3rd semester onwards) 3 SCH/4 CP/C Business Administration and Setting Up a Business 4 SCH/6 CP/C		Theory V Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/ Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	15 SCH/30 CP/5 ME
	5	Internship or Internationalisation Module Depending on the field of study: internship/assistant position (agency, studio, museum, gallery, etc.), or study/a project abroad, or a project in the field of study. 2 SCH/30 CP/C					2 SCH/30 CP/1 ME
Level 2	4	Design III Motion Design II/Interactive Environments II 1 out of 2 5 SCH/8 CP/CE	Design IV Video and Installation II Space, Sculpture, Objects II Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 12 or 0 out of 12 5 SCH/8 CP/CE	Practical II Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs: 4 SCH/5 CP/C	Technology V Immersion and Real Time 4 SCH/5 CP/C	Theory IV Art and Cultural Studies/Visual Studies and Linguistics/Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	21 SCH/30 CP/5 ME
	3	Design I Motion Design I/Interactive Environments I 1 out of 2 or 2 out of 2 5 SCH/8 CP/CE	Design II Video and Installation I Space, Sculpture, Objects I Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 9 or 0 out of 9 5 SCH/8 CP/CE	Practical I Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs: 4 SCH/5 CP/CE	Technology IV Interface and Interaction 4 SCH/5 CP/C	Theory III Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	21 SCH/30 CP/ 5 ME
Level 1	2	Foundations III Foundations of Media Spaces 5 SCH/7 CP/C	Interdisciplinary Design Theory Video and Installation/Space, Sculpture and Objects/Media Design 1 out of 3 7 SCH/11 CP/CE	English 2 SCH/3 CP/C	Technology III Foundations of Object-Oriented Programming 4 SCH/5 CP/C	Theory II Foundations of Contemporary Media Aesthetics 3 SCH/4 CP/C	42 SCH/60 CP/10 ME
	1	Foundations I Foundations of Moving Image Design 5 SCH/7 CP/C	Foundations II Foundations Interactive Environments 5 SCH/7 CP/C	Technology I Foundations of Audiovisual Media Technology 5 SCH/7 CP/C	Technology II Foundations of 3D Computer Graphics 4 SCH/5 CP/C	Theory I Foundations of Art and Cultural History 3 SCH/4 CP/C	

Specific to the field of study
 Interdisciplinary
 Technique
 Theory

Total: 210 CP

Catalogue of elective modules

outside of one's own field of study

Design II

Video and Installation I
Space, Sculpture and Objects I
Foundations of Typography I
Interaction Design I
Foundations of Drawing and Illustration
Free Foundations of Photography
Foundations of Collection Design
Foundations of Model Design
Foundations of Fashion Graphics

Design IV

Video and Installation II
Space, Sculpture and Objects II
Documentary Photography I
Photography and Visual Media I
Photography and Composition I
Artistic Photography I
Foundations of Typography II
Interaction Design II
Drawing and Illustration I
Fashion Graphics I
Model Design I
Collection Design I

Design VI

Video and Installation III
Space, Sculpture and Objects III
Documentary Photography II
Photography and Visual Media II
Photography and Composition II
Artistic Photography II
Typography and Layout I
Interaction Design III
Drawing and Illustration II
Fashion Graphics II
Model Design II
Collection Design II

Course Schedule

Photography and Visual Media

Final semester	7	Colloquium Presentation in an exhibition/show of work 8 CP/C				2 SCH/30 CP/1 ME		
	Work Creative and practical work 1 SCH/12 CP/C				Thesis Scientific and theoretical work 1 SCH/10 CP			
Level 3	6	Design V Documentary Photog. III Phot. and Visual Media III Phot. and Composition III Artistic Phot. III 1 out of 4 or 2 out of 4 5 SCH/8 CP/CE	Design VI Video and Installation III Space, Sculpture, Objects III Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 10 or 0 out of 10 5 SCH/8 CP/CE	Professionalisation Portfolio/website (can already be taken and graded from the 3rd semester onwards)		Business Administration and Setting Up a Business 4 SCH/6 CP/C	Theory V Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/ Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	15 SCH/30 CP/5 ME
	5 SCH/8 CP/CE 5 SCH/8 CP/CE 3 SCH/4 CP/C 4 SCH/6 CP/C 3 SCH/4 CP/CE							
Level 2	5	Internship or Internationalisation Module Depending on the field of study: internship/assistant position (agency, studio, museum, gallery, etc.), or study/a project abroad, or a project in the field of study. 2 SCH/30 CP/C						2 SCH/30 CP/1 ME
	4	5 SCH/8 CP/CE	Design IV Video and Installation II Space, Sculpture, Objects II Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 11 or 0 out of 11 5 SCH/8 CP/CE	Practical II Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs: 4 SCH/5 CP/C	Technology IV Analogue and Digital Visual Media Technology II Foundations of Video Technology 1 of 2 4 SCH/5 CP/CE	Theory IV Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	21 SCH/30 CP/5 ME	
3	Design I Documentary Photography I Phot. and Visual Media I Phot. and Composition I Artistic Phot. I 1 out of 4 or 2 out of 4 5 SCH/8 CP/CE	Design II Video and Installation I Space, Sculpture, Objects I Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 13 or 0 out of 13 5 SCH/8 CP/CE	Practical I Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs: 4 SCH/5 CP/C	Technology III Analogue and Digital Visual Media Technology I Foundations of Video Technology 1 of 2 4 SCH/5 CP/CE	Theory III Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	21 SCH/30 CP/5 ME		
Level 1	2	Foundations II Foundations of Photography II (documentaries, reportage, fashion, architecture, portrait, concepts) 7 SCH/11 CP/C	Foundations III Photography, Free Foundations 5 SCH/7 CP/C	English 2 SCH/ 3 CP/C	Technology II Foundations of Analogue and Digital Visual Media Technology II 4 SCH/5 CP/C		Theory II Foundations of Photographic History 3 SCH/4 CP/C	42 SCH/60 CP/10 ME
	1	Foundations I Foundations of Photography I (documentaries, reportage, fashion, architecture, portrait, concepts) 7 SCH/10 CP/C	Interdisciplinary Design Theory Video and Installation /Space, Sculpture and Objects/Media Design 1 out of 3 7 SCH/11 CP/CE	Technology I Foundations of Analogue and Digital Visual Media Technology I 4 SCH/5 CP/C	Theory I Foundations of Art and Cultural History 3 SCH/4 CP/C			

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Catalogue of elective modules

outside of one's own field of study

Design II

Video and Installation I
Space, Sculpture, Objects I
Fashion Phot./Styling I
Foundations of Typography I
Foundations of Interaction Design
Foundations of Drawing and Illustration
Foundations of Media Spaces
Foundations of Moving Image Design
Foundations of Interactive Environments
Foundations of Audiovisual Media Technology
Foundations of Collection Design
Foundations of Model Design
Foundations of Fashion Graphics

Design IV

Video and Installation II
Space, Sculpture, Objects II
Fashion Phot./Styling II
Foundations of Typography II
Motion Design I
Interactive Environments I
Interaction Design I
Drawing and illustration I
Fashion Graphics I
Model Design I
Collection Design I

Design VI

Video and Installation III
Space, Sculpture and Objects III
Motion Design II
Interactive Environments II
Typography and Layout II
Interaction Design II
Drawing and Illustration II
Fashion Graphics II
Model Design II
Collection Design II

Course Schedule

Communication design

Final semester	7 Colloquium Presentation in an exhibition/show of work 8 CP/C					2 SCH/30 CP/1 ME		
	Work Creative and practical work 1 SCH/12 CP/C				Thesis Scientific and theoretical work 1 SCH/10 CP			
Level 3	6 Design V Typography and Layout III Corporate Design III Interaction Design III Drawing and Illustration III 1 out of 4 or 2 out of 4 5 SCH/8 CP/CE		Design VI Video and Installation III Space, Sculpture, Objects III Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 11 or 0 out of 11 5 SCH/8 CP/CE	Professionalisation Portfolio/website (can already be taken from the 3rd semester onwards) Business Administration and Setting up a Business 3 SCH/4 CP/C 4 SCH/6 CP/C		Theory V Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Studies! 1 of 4 3 SCH/4 CP/CE	15 SCH/30 CP/5 ME	
	5 Internship and Internationalisation Module Depending on the field of study: internship/assistant position (agency, studio, museum, gallery, etc.), or study/a project abroad, or a project in the field of study. 2 SCH/30 CP/C							
Level 2	4 Design III Typography and Layout II Corporate Design II Interaction Design II Drawing and Illustration II 1 out of 4 5 SCH/8 CP/CE		Design IV Video and Installation II Space, Sculpture, Objects II Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 11 or 0 out of 11 5 SCH/8 CP/CE	Practical II Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs: 4 SCH/5 CP/C	Technology IV Print Technology and Print Publishing II/Crossmedia Publishing II / Creative Coding 4 SCH/5 CP/CE	Theory IV Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE	21 SCH/30 CP/5 ME	
	3 Design I Typography and Layout I Corporate Design I Interaction Design I Drawing and Illustration 1 out of 4 or 2 out of 4 5 SCH/8 CP/CE		Design II Video and Installation I Space, Sculpture, Objects I Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 10 or 0 out of 10 5 SCH/8 CP/CE	Practical I Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs: 4 SCH/5 CP/CE	Technology III Print Technology and Print Publishing I/Crossmedia Publishing I/ Creative Coding 1 out of 3 4 SCH/5 CP/CE	Theory III Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4 3 SCH/4 CP/CE		
Level 1	2 Foundations II Foundations of Typography II 5 SCH/7 CP/C		Foundations III Foundations of Interaction Design 5 SCH/7 CP/C	Foundations IV Foundations of Drawing and Illustration 5 SCH/7 CP/C		Technology II Foundations of Print Technology/Foundations of Desktop publishing/Foundations of Web Development 1 out of 3 4 SCH/5 CP/CE	Theory II Foundations of the History of Graphics and Design 3 SCH/4 CP/C	42 SCH/60 CP/10 ME
	1 Foundations I Foundations of Typography I 5 SCH/7 CP/C		Interdisciplinary Design Theory Video and Installation /Space, Sculpture and Objects/Media Design 1 out of 3 7 SCH/11 CP/CE		English 2 SCH/3CP/C	Technology I Foundations of Print Technology/Foundations of Desktop publishing/Foundations of Web Development 1 out of 3 4 SCH/5 CP/CE	Theory I Foundations of Art and Cultural History 3 SCH/4 CP/C	

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Catalogue of elective modules

outside of one's own field of study

Design II

Video and Installation I
Space, Sculpture and Objects I
Foundations of Media Spaces
Foundations of Moving Image Design
Foundations of Interactive Environments
Foundations of Audiovisual Media Technology
Free Foundations of Photography
Foundations of Collection Design
Foundations of Model Design
Foundations of Fashion Graphics

Design IV

Video and Installation II
Space, Sculpture and Objects II
Motion Design I
Interactive Environments I
Documentary Photography I
Photography and Visual Media I
Photography and Composition I
Artistic Photography I
Fashion Graphics I
Model Design I
Collection Design I

Design VI

Video and Installation III
Space, Sculpture and Objects III
Motion Design II
Interactive Environments II
Documentary Photography II
Photography and Visual Media II
Photography and Composition II
Artistic Photography II
Fashion Graphics II
Model Design II
Collection Design II

Course Schedule
Fashion

Final semester	<p>7</p> <p style="text-align: center;">Colloquium Presentation in an exhibition/show of work 8 CP/C</p>					2 SCH/30 CP/1 ME	
	<p>Work Creative and practical work 1 SCH/12 CP/C</p>		<p>Thesis Scientific and theoretical work 1 SCH/10 CP</p>				
Level 3	<p>6</p> <p>Design V Fashion graphics III Model Design III Collection Design III Fashion Design 1 out of 4 or 2 out of 4</p> <p>5 SCH/8 CP/CE</p>	<p>Design VI Video and Installation III Space, Sculpture, Objects III Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 11 or 0 out of 11</p> <p>5 SCH/8 CP/CE</p>	<p style="text-align: center;">Professionalisation</p> <p>Portfolio/website (can already be taken and graded from the 3rd semester onwards)</p> <p>3 SCH/4 CP/C</p>		<p>Business Administration and Setting Up a Business</p> <p>4 SCH/6 CP/C</p>	<p>Theory V Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4</p> <p>3 SCH/4 CP/CE</p>	15 SCH/30 CP/5 ME
	<p>5</p> <p>Internship or Internationalisation Module Depending on the field of study: internship/assistant position (agency, studio, museum, gallery, etc.), or study/a project abroad, or a project in the field of study.</p> <p>2 SCH/30 CP/C</p>						
Level 2	<p>4</p> <p>Design III Fashion Graphics II Model Design II Collection Design II Fashion Design 1 out of 4</p> <p>5 SCH/8 CP</p>	<p>Design IV Video and Installation II Space, Sculpture, Objects II Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 12 or 0 out of 12</p> <p>5 SCH/8 CP/CE</p>	<p>Practical II Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs:</p> <p>4 SCH/5 CP/CE</p>	<p>Technology Module V Textile Printing Techniques II, Draping Technique, CAD Pattern Design II, Experimental Pattern Techniques, Advanced Fashion Technology II 1 of 5</p> <p>4 SCH/5 CP/CE</p>	<p>Theory IV Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4</p> <p>3 SCH/4 CP/CE</p>	21 SCH/30 CP/5 ME	
	<p>3</p> <p>Design I Fashion Graphics I Model Design I Collection Design I Fashion Design 1 out of 4 or 2 out of 4</p> <p>5 SCH/8 CP/CE</p>	<p>Design II Video and Installation I Space, Sculpture, Objects I Modules outside of one's own field of study: see catalogue of elective modules on next page. 1 out of 11 or 0 out of 11</p> <p>5 SCH/8 CP/CE</p>	<p>Practical I Workshops, editing, organising shows of work, symposia, fashion shows, exhibitions, etc. Modules based on CPs:</p> <p>4 SCH/5 CP/CE</p>	<p>Technology Module IV Textile Printing Techniques Draping Technique/ CAD Pattern Design I/Experimental Pattern Techniques/Advanced Fashion Technology I</p> <p>4 SCH/5 CP/CE</p>	<p>Theory III Art and Cultural Studies/Visual Studies and Linguistics/Media Theory/Visual Culture and Art Theory 1 out of 4</p> <p>3 SCH/4 CP/CE</p>		
Level 1	<p>2</p> <p>Foundations II Foundations Model Design</p> <p>5 SCH/7 CP/C</p>	<p>Foundations III Foundations Fashion graphics</p> <p>5 SCH/7 CP/C</p>	<p>Technology Module III Foundations of Industrial Manufacturing</p> <p>5 SCH/7 CP/C</p>	<p>Technology Module II Foundations of Draping Technique</p> <p>4 SCH/5 CP/C</p>	<p>Theory II Foundations of the History of Clothing and Fashion</p> <p>3 SCH/4 CP/C</p>	42 SCH/60 CP/10 ME	
	<p>1</p> <p>Foundations I Foundations Collection Design</p> <p>5 SCH/7 CP/C</p>	<p>Interdisciplinary Design Theory Video and Installation /Space, Sculpture and Objects/Media Design 1 out of 3</p> <p>7 SCH/11 CP/CE</p>	<p>English</p> <p>2 SCH/3CP/C</p>	<p>Technology Module I Foundations of Pattern Design</p> <p>4 SCH/5 CP/C</p>	<p>Theory I Foundations of Art and Cultural History</p> <p>3 SCH/4 CP/C</p>		

Specific to the field of study
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Total: 210 CP

Catalogue of elective modules

outside of one's own field of study

Design II

Video and Installation I
Space, Sculpture, Objects I
Fashion Phot./Styling I
Foundations of Typography I
Foundations of Interaction Design
Foundations of Drawing and Illustration
Free Foundations of Photography
Foundations of Media Spaces
Foundations of Moving Image Design
Foundations of Interactive Environments
Foundations of Audiovisual Media Technology

Design IV

Video and Installation II
Space, Sculpture, Objects II
Fashion Phot./Styling II
Foundations of Typography II
Interaction Design I
Drawing and Illustration I
Documentary Photography I
Photography and Visual Media I
Photography and Composition I
Artistic Photography I
Motion Design I
Interactive Environments I

Design VI

Video and Installation III
Space, Sculpture and Objects III
Motion Design I
Interactive Environments I
Typography and Layout I
Interaction Design I
Drawing and Illustration I
Documentary Photography I
Photography and Visual Media I
Photography and Composition I
Artistic Photography

	Examination number: 1120	Module title: Foundation Course Design / Media Design		
1	Workload: 330 h	Credit points (CP): 11 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 7 SCH/105 h	Self-study: 225 h	Planned group size: 15–25 students
2	Competencies:*			
3	Contents:*			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: N.N.			

*A third professorship in the field of interdisciplinary design theory is currently being redefined.

	Examination number: 1115	Module title: Space, Sculpture and Objects		
1	Workload: 330 h	Credit points (CP): 11 CP	Study semester: 1st/2nd sem.	Frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact time: 7 SCH/105 h	Self-study: 225 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>At the end of the learning process, the students will be able to design, develop and scrutinise basic sculptural skills and artistic arrangements of visual space using conventional and unusual materials. Students will attain a nuanced, reflective understanding of form, content, proportion and representation in space. They will be able to transfer the knowledge of sculptural processes to the specific fields of study.</p>			
3	<p>Content:</p> <p>The curriculum encompasses analysing general problems in a social and societal context as well as investigating one's personal motivation for creative work.</p> <p>The empirical exploration of everyday situations and sculptural materials is a prerequisite for a deep understanding of the practice.</p> <p>Experiments, precise analyses and the playful use of different media, such as drawing or photography, will heighten students' sense of perception. Reflection on the media and focused attention among fellow students will optimise their interdisciplinary work. Versatile methods for creating straightforward sculptural structures in space, installations, models, 3D simulations and current presentation techniques will be evaluated.</p> <p>Active and regular participation in the seminar as well as continuous work at home are prerequisites for successfully completing the seminar.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Suse Wiegand (Sculpture and Objects)			

Examination number: 1110	Module title: Video and Installation			
1 Workload: 330 h	Credit points (CP): 11 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 7 SCH/105 h	Self-study: 225 h	Planned group size: 15–20 students	
2 Competencies: Upon successfully completing the module, students will have the following knowledge and skills: the general conditions of creative work processes, application of communication techniques, analysis and evaluation of creative productions, the ability to critique. Training of one's interests, perceptive ability, imagination and ability to depict things. Successful participation in a freely selectable workshop initiation is ascribed for an interdisciplinary design module in level 1.				
3 Content: Students will learn how to realise their own design project. From developing a design idea to executing and presenting it in practice with materials, fundamental experiences of artistic and conceptual thinking will be imparted. Students will reflect on the design of colour/line/surface/shape, text/language, media/appliances, light, sound, space, moving and still images, processes, etc., in relation to free and applied references. Cultural-historical phenomena will be investigated with a view to the artistic and design contexts on which they are based. The content thus covers theme-based ideas and project developments: application of creativity techniques, practical technical exercises, kick-off speeches, presentations with discussions, analysis methods, group work, field trip.				
4 Requirements for participation: none				
5 Forms of examination: presentation of works				
6 Requirements for the award of credit points: examination has been passed				
7 Module can be used towards: BA in Design				
8 Importance of the grade for the final grade: single-weighted				
9 Module coordinator: Prof. Anja Wiese (Video and Installation)				

	Examination number: 1211	Module title: Foundations of Moving Image Design		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st semester	Course frequency: 1st semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 10–20 students
2	<p>Competencies:</p> <p>Students will learn the basic formats and production methods of cinematic and animated images and will acquire the necessary skills for this in both analogue and digital production methods. They will acquire the basics of cinematic narrative styles, dramaturgy and visual storytelling. They will become familiar with different forms of conventional and experimental animation and will be able to identify their significance for media and culture. They will be able to name current styles and visual languages, including in complex, multiple and hybrid media formats, and derive these aesthetics from their precursors in media and culture, as well as reflect on their social and political dimensions.</p>			
3	<p>Content:</p> <p>The content of the module covers the practical and theoretical foundations of moving image design, in particular, the principles of animation and montage, traditional and contemporary formats of moving images, motion graphics, image dramaturgy, methods of representation, image composition, timing and rhythm, film sound and sound design. Application of professional production workflows, from the concept and visualisation of the idea to the exposé, treatment, storyboard, animatics, production and process documentation. Overview of the history and techniques of animation, experimental and hybrid films as well as the analysis of current and extended digital film and video formats and their narrative strategies.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Claudia Rohrmoser (Motion Design)			

Examination number: 1212		Module title: Foundations of Interactive Environments		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st semester	Course frequency: 1st semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 10–20 students
2	<p>Competencies: Students will become familiar with the genesis, forms and areas of application of interactive environments and will be able to describe them and differentiate between them. They will have acquired the ability to work on design tasks with the help of interactive programming and generative design. Students will be able to use strategies and technologies of multimodal interaction to create interactive installations. They will be able to stage audiovisual media in spatial settings in both a linear and nonlinear fashion. They will also be able to locate their own ideas in the context of existing and historical examples of media art or interactive art and design and to develop them further against this background.</p>			
3	<p>Content: The content of the module covers the basic principles of non-linear and interactive use of media for artistic and creative applications, working with video, sound and interactive input sources in space, designing and conceiving interactive media environments, dealing with sensors and tracking techniques, attaining more practical experience in working with prototypes and models, and understanding the possibilities, limitations and contexts that are inherent in this field of work with respect to techniques and design. During exercises, students will try their hand at conceiving, implementing and programming media-based space staging as well as producing static and moving images using generative and algorithmic methods.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Florian Kühnle (Interactive Environments)			

Examination number: 1213		Module title: Foundations of Media Spaces		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semester: 2nd Semester	Course frequency: 2nd semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 10–20 students
2	<p>Competencies:</p> <p>Building on the knowledge attained in the previous design modules, students will have learned to combine digital 3D technologies with spatial and scenographic design methods and experimental creativity techniques. They will conceive of and visualise media-enhanced experiential spaces and will implement these concepts as part of project-based teamwork within the areas of staging spaces, film production, exhibition design, media architecture and computer simulation. They will have knowledge of scenography and will apply the design and control of video, sound and light in practice. They will have mastered the targeted use of both physical and virtual surface materials.</p>			
3	<p>Content:</p> <p>The content of the module covers the art of media staging in space as well as the relationship between the body and artificial space, with the aim of linking actual physical and virtual-digital worlds. A theoretical examination of the spatial perception of reality, analyses of spatial constructions in film, animation, installation art, computer games, media interventions and immersive video will contribute to a comprehensive understanding of spaces enhanced by media. The module provides basic knowledge of scenography and exhibition design and covers the design and realisation of immaterial, transmedia and kinetic image spaces, experimental methods of ideation and design thinking, pre-visualisation of spatial concepts using digital modelling and sculpting, creation and experimentation with 3D models and simulations of real spaces using common 3D graphics applications and authoring tools. Further content covers the dynamisation of computer-generated and multiple rooms and objects through the application of behaviours, physics and dynamics, 3D mapping and spatial audio.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Claudia Rohmoser (Motion Design) / Prof. Florian Kühnle (Interactive Environments)			

	Examination number: 1221/1222	Module title: Foundations of Photography I and II		
1	Workload: 300/330 h	Credit points (CP): 10/11 CP	Study semesters: 1st and 2nd sem.	Frequency: Photo. I Winter Photo. II Summer Duration: 1 semester each
	Form of teaching: S/P	Contact hours: 7 SCH/105 h	Self-study: 195/225 h	Planned group size: 15–20 students
2	<p>Competencies:</p> <p>Upon successfully completing the module, students will have the following knowledge and skills: they will know the essential criteria for high-quality photographic performance. They will be able to give weighting to technology, aesthetics and content and relate these to one another. They will be able to conceive, realise, present and explain their own photographic projects both orally and in writing. Students will be familiar with essential contemporary and historical positions of photographic practice across genres and will be able to give nuanced presentations about the representatives of these positions.</p> <p>Module I: Successful participation in the workshop initiation for the B/W laboratory is ascribed for this module. Successful participation is confirmed by the head of the workshop, tutor, or the like.</p> <p>Module II: Module II builds on the basic knowledge acquired in module I. Successful participation in the workshop initiation for the colour laboratory is ascribed for this module. Successful participation is confirmed by the head of the workshop, tutor, or the like.</p>			
3	<p>Content:</p> <p>Introduction to independent project-based work. Overview of the history of photography, and of styles and areas of application, such as documentary, advertising, fashion and conceptual photography. In at least one multi-semester free project, students will develop the content design, organisational planning, implementation and production of analogue and digital photographic works. The project will be accompanied by exercises on specific technical, aesthetic and content-based areas of photography in both analogue and digital applications. Active and regular participation in the seminar (interim presentation, report, discussion, feedback) and continuous work on the project and exercises are mandatory requirements for successfully completing the module.</p>			
4	Prerequisites for participation: Part I: none, Part II: ME for part I.			
5	Forms of examination: presentation of works, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Roman Bezjak, Prof. Katharina Bosse, N.N., Prof. Emanuel Raab			

Examination number: 1223	Module title: Free Foundations of Photography			
1 Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/P	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–20 students	
2	<p>Competencies: Upon successfully completing the module, students will have the following knowledge and skills: basic competence in dealing with photography and visual media. Students will be familiar with the essential parameters of photographic design and able to apply them to elementary tasks. They will be familiar with the media in question on a fundamental level in terms of techniques and content and will be able to select them according to the communicative goal. Students will recognise visual content and have an overview of the state of the discourse. They will be able to create and present their own work, from the idea, conception and choice of medium to the presentation. Successful participation in a freely selectable workshop initiation is ascribed for a design module in level 1. Successful participation is confirmed by the head of the workshop and tutor, or the like.</p>			
3	<p>Content: In topic-specific seminars, students will independently create visual concepts that are developed both in groups and during individual discussions with the lecturers. The concept and methodological approach will be subject to an open, critical discourse. Talks will be given on selected topics. Artistic and applied working methods will be analysed in the context of contemporary and historical positions and discussed with regard to aspects of visual strategy, aesthetics and content. It makes sense here to link this with the theoretical courses offered within this field of study in order to further deepen the acquired knowledge. Particular attention will be paid to the development of visual language in experiments with photography and other media, as well as the transformation of the photographic process into media such as film, video and digital data spaces.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Roman Bezjak, Prof. Katharina Bosse, N.N. , Prof. Emanuel Raab			

Examination number: 1231/1232	Module title: Foundations of Typography I and II			
1 Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st and 2nd sem.	Frequency: Typography I Winter Typography II Summer	Duration: 1 semester each
Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–25 students	
2	<p>Competencies: Students will be familiar with the essential parameters of typographic design and able to apply them to elementary tasks. They will be able to present their work in an impressive and effective way and justify their creative decisions. They will also have basic knowledge of lettering and typeface design, as well as the history of typeface and typography.</p> <p>Module I: basic, builds on the foundations. BA only</p> <p>Module II: Consolidation of the knowledge and skills acquired. BA only</p> <p>Content: Typography is a visual language that is taught like a foreign language and learned intuitively and playfully. In the first semester (Typography I), typographical conventions are not taught as commands or prohibitions but, rather, as parameters and rules of the game. The aim of the seminar is to experimentally try one's hand at designing using characters, words, lines and paragraphs of text by means of practical exercises and to understand the interrelationship between form and content, which is characterised by harmony, dialogue or contradiction. In the second semester (Typography II), students will expand the elementary specialist knowledge acquired during the first semester by deepening their understanding of the function and effect of typography on the basis of practical layout exercises and theoretical discussion. The practical exercises include, for example, designing a poster, flyer, brochure and/or zine. Intensive study of essential specialist literature and short presentations on types and typographers accompany the practical work in both semesters. The seminar results are documented in the form of a typographic design folder and presented and examined at the end of each semester.</p>			
4	<p>Requirements for participation: Two-semester compulsory basic module for all students in the Communication Design field of study. Part I: none, Part II: ME for part I Students from other fields of study: participation in module I or module II is possible after consultation with the lecturers. Participation depends on the size of the group (max. 25 participants). Basic knowledge of a layout program (e.g., InDesign) is an advantage.</p>			
5	Forms of examination: presentation of works			
6	Prerequisites for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinators: Prof. Dirk Fütterer, Prof. Robert Paulmann (Typography and Communication Design/Corporate Design)</p>			

Examination number: 1234	Module title: Foundations of Drawing and Illustration			
1 Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–25 students	
2	<p>Competencies: Students will explore the basic possibilities of drawing using dots, lines, strokes, hatching, structure, shape and area. Through practical design exercises, students will become familiar with basic compositional design principles such as juxtaposition, contrast, dynamics, form and counter-form, shading, plasticity, transparency, proportion, abstraction and concretion. Students will experience the differences in directional, constructional, gestural, intuitive, impulsive, incidental and experimental form finding. Students will differentiate between the purely objective representation of their environment (naturalistic studies: "Drawing as a school of seeing") and the graphic transfer and translation of this (graphic recording, drawing as a thought movement). Students will examine and question the statics of the two-dimensional image (dynamics, transformation, sequence) and test its narrative potential. Students will use sketches, drawings and final artworks as conscious and differentiating design tools.</p>			
3	<p>Content: Students will work with different analogue tools and means of graphic representation and will process different paper formats. In addition to exploring drawing, the teaching of basic graphic principles can also include examining colour, mixed techniques such as collage and montage, manual printing techniques, and digital image editing and processing. Regular and active participation in the seminar as well as continuous work in the studio or at home are mandatory prerequisites for successfully completing the foundation module. It is not only the individual results of the design exercises but also the process experienced during their creation that will determine the evaluation of the results.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Prerequisites for the award of credit points: examination has been passed			
7	Module can be used towards: BA in design			
8	Importance of the grade for the final grade: simple-weighting			
9	Module coordinator: Prof. Nils Hoff (Drawing and Illustration)			

Examination number: 1233	Module title: Foundations of Interaction Design			
1 Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 10–20 students	
2	<p>Competencies: The module conveys strategies and methodologies for the conception and design of interactive products and projects. After successfully completing this module, students will be able to design and visualise user-friendly and media-appropriate experiences, interfaces and interactions and to present these orally, visually and in writing in a nuanced and coherent form.</p>			
3	<p>Content: In addition to strategies for ideation and the revision of ideas, research on requirements and user needs will also be practised at the beginning. Tools from approaches such as design thinking, user-centred design, storytelling and agile design are used. First concepts will be put into context through technology research as well as competition research and analysis, and will be checked for innovative content. Using presentation methods such as scenarios and use cases, experience and context will be reviewed and media-appropriate interactions will be designed. Practical skills will be deepened in workshops:</p> <ul style="list-style-type: none"> • Forms of visualisation for experiences such as storyboarding, emotion maps and photographic/cinematic staging • Prototyping and visualisation methods for the iterative further development of ideas • Physical computing for experimental, exploratory review of what has been implemented • Testing to review user needs, experience and usability • Media-appropriate interface design, static and moving mockups for reviewing the look and feel • Interactive prototyping for design communication, evaluation and implementation <p>The handling of the project will be supported by regular, varying forms of feedback and implemented as part of interdisciplinary teamwork. Practical forms of presentation and forms of feedback form a part of the multi-level processing phases. The project will be elaborated using process documentation and a narrative presentation.</p>			
4	<p>Requirements for participation: Students from other fields of study: participation after consultation.</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: Prof. Patricia Stolz (Conceptual Design and Interaction Design)</p>			

	Examination number: 1243	Module title: Foundations of Fashion Graphics		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–25 students
2	<p>Competencies: Upon successfully completing the module, students will have the following knowledge and skills: students have mastered the basics of figurative drawing and are able to translate these into a fashion-based approach. Students are to master the foundations of a visual presentation based on criteria of form and content as well as of art and design.</p>			
3	<p>Content: Figural drawing, portraits, styling drawing, layouts, inclusion of various techniques such as fabric printing for the reproduction of one's own design approaches, exercises in various presentation techniques, creativity training based on a given topic.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: Prof. Willemina Hoenderken (Fashion Graphics and Fashion Design)</p>			

	Examination number: 1242	Module title: Foundations of Model Design		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will develop a sensitivity for and awareness of 3D model design as well as the communicative visual language of the product to be developed by working on basic practical design tasks. Based on selected problems from different areas of materials and shapes, the creative principles will be processed in individual solutions.</p> <p>Successful participation in a freely selectable workshop initiation is ascribed for a foundation module (compulsory) in level 1. Successful participation is confirmed by the head of the workshop, tutor, or the like.</p>			
3	<p>Content:</p> <p>Through weekly tasks and presentations, students will learn to implement individual, content-based positions in 3D design. They will learn the difference and variety of visual and haptic statements of materials, experience how they work and become familiar with their styling.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Meiken Rau (Model Design and Fashion Design)			

	Examination number: 1241	Module title: Foundations of Collection Design		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>Students will research fashion-based topics and creatively implement the potential of visual culture in their own designs and collection concepts.</p> <p>They will be able to explain the context in which the collections came about and are able to translate their designs into appropriate patterns, materials and processing forms.</p> <p>The decisions about who fashion is shown to, how it is documented and how it is staged forms a part of the implementation process.</p> <p>Successful participation in a freely selectable workshop initiation is ascribed for a foundation module (compulsory) in level 1. Successful participation is confirmed by the head of the workshop, tutor, or the like.</p>			
3	<p>Content:</p> <p>In practical exercises, lectures and analyses of practical examples, students' conceptual competence is trained as a basis for designing fashion collections.</p> <p>Product expertise is put to use during implementation.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator:</p> <p>Prof. Philipp Rupp (Collection Design and Fashion Design)</p>			

Examination number: 1401	Module title: Foundations of Art and Cultural History Compulsory subject for all fields of study		
1 Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 1st sem.	Course frequency: Winter Duration: 1 semester
Form of teaching: L	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 90 students
2 Competencies: Students are able to give an account of the stylistic epochs of European/Western art and cultural history, as well as to differentiate them and relate them to one another (e.g., relation of the Renaissance to antiquity). Based on the content from the introduction to art and cultural history, they will be given an introduction to academic work/writing and text design, which will enable them to structure and write scientific texts at the bachelor level.			
3 Content: Using selected examples of central artefacts from the fields of painting, sculpture and architecture, the epochs and their respective transitions are presented and understood in terms of how they vary. The works are discussed in the context of the history of events and ideas at the time they were created and are classified according to their art-historical significance. On the basis of selected analyses of works of art and accompanying writing exercises, students are put in a position to be able to independently write an academic term paper.			
4 Requirements for participation: none			
5 Forms of examination: presentation, written term paper, oral examination, written exam			
6 Prerequisites for the award of credit points: examination has been passed			
7 Module can be used towards: BA in design			
8 Importance of the grade for the final grade: simple-weighting			
9 Module coordinator: Prof. Dr. Andreas Beaugrand			

	Examination number: 1403	Module title: Foundations of Photographic History Compulsory subject for Photography and Media, Digital Arts and Experiment		
1	Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 2nd sem.	Course frequency: Summer Duration: 1 semester
	Form of teaching: S/L	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 30 students
2	Competencies: After successfully completing the module, students will be able to describe the technical development, historical usage and aesthetic visual language of photography in a historical overview as well as master the techniques of describing and analysing images.			
3	Content: On the basis of selected positions from the history of photography, features of the technical and technological progress of the medium as well as various visual languages and strategies will be discussed.			
4	Requirements for participation: Successful participation in the module Introduction to Art and Cultural History			
5	Forms of examination: presentation, written term paper, oral examination, written exam			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dr. Andreas Beaugrand, Prof. Dr. Kirsten Wagner, Prof. Dr. Anna Zika			

Examination number: 1404	Module title: Foundations of the History of Graphics and Design Compulsory subject for Communication Design			
1 Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 2nd sem.	Course frequency: Summer	Duration: 1 semester
Form of teaching: S/E	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 30 students	
2	<p>Competencies:</p> <p>Upon completion of the learning process, the successful student will be able to outline and explain the history of graphic design – as designated in 1922 by William Addison Dwiggins (1880–1956) – and know the importance of this for visual design and the application of artistic and technical means in terms of the graphic elements in written and pictorial information. Based on their knowledge of the history of graphics, students are able to show that, since then, printers, typographers, typesetters, graphic artists and designers have often been one and the same person – graphic designers, who work in graphics, design and visual communication as communication designers.</p>			
3	<p>Content:</p> <p>The subject of graphic and design history is the emergence and development of graphic techniques, each of which was developed based on a specific need, starting with single-sheet woodcut prints for devotional pictures in the 15th century, to the replacement of parchment with cheaper paper, the invention of copperplate engraving with its diverse possibilities of expression, right up to the development of wood engraving at the beginning of the 19th century. Students will discuss the history of book illustration, the importance of the "great graphic artists and etchers" Matthäus Merian and Wenzel Hollar, and the further development of mezzotint (17th century) to aquatint (18th century) to lithography and poster art (19th century) and digitisation since around 1990. In addition, students will be familiar with the history of the development of communication design in the 20th and 21st centuries.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation, written term paper, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dr. Andreas Beaugrand			

	Examination number: 1405	Module title: Foundations of the History of Clothing and Fashion Compulsory subject for Fashion		
1	Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 2nd sem.	Course frequency: Summer Duration: 1 semester
	Form of teaching: S/E	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 30 students
2	<p>Competencies: After successfully completing the module, students will be able to name the artistic epochs in the history of fashion and clothing as well as their stylistic features. They will be able to analyse their particular characteristics, which, thanks to the acceleration of fashions, have been becoming more compartmentalised than in art history since the beginning of the early modern era and been breaking away from the usual divisions of epochs since the middle of the 19th century. They are able to represent the geographical and historical dimensions of the history of costume, clothing and fashion through the ages as well as their connections with economic history, industry – including the textile industry – sociology, psychology and folklore and are able to explain particular developments in fashion and society during the 20th century and, on this basis, analyse and reflect on current events and fashions and develop their own creative ideas.</p>			
3	<p>Content: Based on the division of historical artistic epochs, the history of clothing and fashion, as a special form of cultural and social history, examines clothing, fashion, traditional costumes and their accessories in their respective historical, social, cultural as well as sociological and psychological contexts.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation, written term paper, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: N.N.			

	Examination number: 1402	Module title: Foundations of Contemporary Media Aesthetics Compulsory subject for Digital Media and Experiment		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st sem.	Course frequency: Annual Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–20 students
2	<p>Competencies:</p> <p>The creative examination of digital media requires a critical awareness of the interactions between technological developments and cultural, economic, scientific and artistic realities of life. The historical view of media art primarily serves as a template for understanding these correlations. Students will consider the implications these have on aspects of perception, narration and performance, their potential with regard to processes of social activation and networking, and specific criteria of complex structures of space, time and technology. Upon successfully completing the module, students will have the ability to identify critical issues that are dealt with in digital art and culture. They will have got to know a basic canon of contemporary positions, works and protagonists and be able to name their forerunners and lines of tradition using prototypical concepts from the visual arts, theatre, avant-garde film and media art of the 20th century. On this basis, they will develop an independent stance and broaden their view of speculative ideas and future scenarios relating to technology and society.</p>			
3	<p>Content:</p> <ul style="list-style-type: none"> – Nuanced analysis of the digital developments of photography, film and video, telecommunications, mobile devices, software and computer technology and their influence on social, political and artistic constructions of reality. – Mediation of significant positions in visual and film studies, media archaeology, computer science and sound studies, among others. – Identification and understanding of space-creating aspects of interactive-processual image worlds, generative aesthetics, algorithmic design, participatory functions of multimodal environments and knowledge of their genealogies within media history. 			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: N.N.			

	Examination number: 1311	Module title: Foundations of Audiovisual Media Technology		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semesters: 1st sem.	Course frequency: Annual
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Planned group size: 15–20 students
2	<p>Competencies: Upon successful completion of the module, students will have the following knowledge and skills: Theoretical and practical foundations of film and video production. They are able to name and recognise common formats, resolutions, frame rates and compression methods. They can use digital and nonlinear montage and collage techniques to create hybrid film formats.</p>			
3	<p>Content: Imparting of practical skills and knowledge in the techniques of digital film production. Illustration and practice of a typical professional workflow: camera, light, sound, editing, green screen studio recording, post-production, colour correction, compositing, motion tracking and the foundations of visual effects. The use of these techniques is practised in specific individual tasks.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Claudia Rohrmoser (Motion Design)			

	Examination number: 1312	Module title: Foundations of 3D Computer Graphics		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 1st sem.	Course frequency: Annual
				Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–20 students
2	Competencies: Upon successful completion of the module, students will have knowledge of and skills in the application and methods of current design approaches for producing computer-generated three-dimensional imagery.			
3	Content: Imparting of practical skills and knowledge in 3D modelling, lighting and texturing, animation, rigging and rendering. Cross-platform techniques in the field of compositing and visual effects. Use of common design methods and behaviours for 3D motion graphics. Testing out what has been learned in short-term projects and prototypical applications.			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Florian Kühnle (Interactive Environments), Prof. Claudia Rohrmoser (Motion Design)			

Examination number: 1313	Module title: Basic Object-Oriented Programming			
1 Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 2nd sem.	Course frequency: Annual	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–20 students	
2	<p>Competencies: Upon successfully completing the module, students will have an applicable basic knowledge of programming, human-computer interaction, physical computing and electronics. Furthermore, students will have acquired a basic knowledge of the design of interactive/immersive environments and generative design processes.</p>			
3	<p>Content: Foundations of object-oriented programming (syntax, functions, variables, data types, loops, functions, classes, input and output, comments). Foundations of human-computer interaction (multimodal communication and interaction between computer programs and users, sensors, input and output). Physical computing and electronics (microcontrollers, components and elements, circuit diagrams, units and symbols, simple calculations, circuits implemented as prototypes, sensors, control of simple motors and actuators).</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Florian Kühnle (Interactive Environments)			

	Examination number: 1321/1322	Module title: Foundations of Analogue and Digital Visual Media Technology I+II		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester
				Duration: 1 semester
	Form of teaching: S/ST/I,P,E	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies: Upon successfully completing the module, students will have the following knowledge and skills: theoretical and practical foundations of analogue and digital visual media: students will be familiar with at least three subject areas that are defined as teaching objectives of this module. They will be able to present their acquired knowledge on the basis of a practical example and show that they are able to transfer their knowledge into their own work with analogue and digital visual media.</p> <p>The two courses Technology I and Technology II do not build on each other in terms of content.</p>			
3	<p>Content Boes: Imparting practical skills and knowledge in the technology of visual media, photographic and film technology, video and electronic image editing technology. Foundations of analogue and digital visual media are treated theoretically and implemented in practice. Technical lighting properties and perception of light are mentioned here as topics. Technology is seen as a means to an end and not an end in itself. Practical design tasks are to be implemented directly using the knowledge gained. Students will be familiar with the theoretical foundations of analogue and digital visual media and able to implement their first practical design tasks with the media.</p> <p>Content Lange: Theoretical and practical foundations of general photography and related fields. Basic optical properties are addressed in the same way as, e.g., lighting technology parameters. From the very start, analogue and digital photography are not treated as two different ways of working, but are used and combined according to their possible applications.</p>			
4	Requirements for participation: none			
5	Forms of examination: written examination , oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Wim Boes, Dipl.-Ing. Kai Lange			

	Examination number: 1331	Module title: Foundations of Print Technology		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies:</p> <p>Upon successful completing the module, students will have the following knowledge and skills: they will be familiar with the theoretical and practical foundations of the production of print products and will have knowledge of the necessary technical components.</p> <p>Students will be able to identify the essential printing processes and name their respective areas of application. They can correctly classify the important influencing variables of light and colour, as these relate to the perception of print products and their importance in the reproduction process. Students will be able to apply basic technical print terms. They will present their acquired knowledge on the basis of a practical example and show that they are able to transfer what they have learned into their own work.</p>			
3	<p>Content:</p> <p>Imparting of basic knowledge of print media production</p>			
4	Requirements for participation: none			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator:</p> <p>Dipl.-Ing. Kirsten Rudgalwis</p>			

Examination number: 1332	Module title: Foundations of Desktop Publishing			
1 Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 15–35 students	
2	<p>Competencies: Introduction to the use of common DTP layout programs. Upon successfully completing the module, students will have the following knowledge and skills: basic knowledge of the use and application of layout programs such as InDesign, Illustrator, Photoshop and Adobe Acrobat, with a focus on InDesign. They will also be able to independently create, edit and print simple drafts and layouts on the computer. They will furthermore be able to assess the meaningful use of DTP programs and will have basic knowledge of file formats and file exchange.</p>			
3	<p>Content: The seminar imparts the foundations of the most important layout software programs, especially Adobe Indesign. It covers the first steps (creation of a new document) right up to the output of a printable file. This is accompanied by preparation of digital material for use in the layout (fonts, images via Adobe Photoshop and Illustrator).</p>			
4	Requirements for participation: none			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Course coordinator, Communication Design (Prof. Robert Paulmann)			

	Examination number: 1333	Module title: Foundations of Web Development		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 2nd sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 10–20 students
2	<p>Competencies:</p> <p>The module imparts concepts and foundations of programming for websites. After successfully completing this module, students will be able to use development tools to create websites for various output devices and to give them a high-quality visual and typographic design. They will be able to present results in a nuanced and coherent form orally, interactively and in writing.</p>			
3	<p>Content:</p> <p>In this module, the foundations of HTML, CSS and JavaScript and theoretical knowledge of web technologies, servers and networks are learned and applied. Basic programming terms, coding conventions and programming styles are taught. Practical exercises will be used to practise responsive implementation of websites with the help of grids and current frameworks. Typographic knowledge is supplemented by technical knowledge in order to implement web typography for display on a wide variety of output devices in a media-friendly and visually high-quality design. Up-to-date procedures and versioning tools for interdisciplinary teamwork on complex projects will be taught for the purposes of the implementation.</p>			
4	Prerequisites for participation: students from all fields of study: participation upon consultation			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Course coordinator, Communication Design (Prof. Robert Paulmann)			

	Examination number: 1343	Module title: Foundations of Industrial Manufacturing		
1	Workload: 210 h	Credit points (CP): 7 CP	Study semester: 1st/2nd sem.	Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 135 h	Course frequency: Each semester
2	Planned group size: 15–35 students			
2	Competencies: After successfully completing the module, students will have knowledge of various processing techniques for outerwear. Students will be able to manufacture a piece of clothing taking into account the rational, technological processes of the industry.			
3	Contents: Imparting of processing methods. Introduction to material and technical foundations and tools for the manufacture of clothing, use of standard and special machines, exercises for processing individual elements, basic knowledge and skills for product-oriented manufacture of complete items of clothing.			
4	Requirements for participation: none			
5	Forms of examination: oral examination, written examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Christel Weber			

	Examination number: 1342	Module title: Foundations of Draping Technique		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies: Upon completion of the learning process, successful students will be able to produce various basic forms of clothing using the technique of draping on a tailor's dummy. They will be familiar with the corresponding approaches to draping in order to develop these items of clothing and able to demonstrate them in practice on the dummy. They will be able to make the logical cuts in the draperies. Furthermore, the students will be able to apply the draping techniques they have learned to the creative elaboration of their own simple fashion design and to further develop them independently with a view to successfully realising their design.</p>			
3	<p>Contents: Manufacturing a fitting piece of clothing, taking into account the rational, technological processes of the industry.</p>			
4	Requirements for participation: none			
5	Forms of examination: oral examination, written examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Course coordinator, Fashion (Prof. Philipp Rupp)			

	Examination number: 1341	Module title: Foundations of Pattern Design		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies: After successfully completing the module, students will have knowledge of manual pattern design based on examples of outerwear. They will have mastered how to take individual body measurements as well as how to implement the 3-dimensional body on the 2-dimensional pattern paper. Students will be familiar with basic pattern designs and be able to develop them further with regard to seam shapes and seam positions, taking into account fashion and lines. The students will have become familiar with the pattern cut, with extensive detailed solutions, and will be able to carry out fittings to identify and eliminate errors in fit and proportions.</p>			
3	<p>Contents: Development of a tailor-made pattern design.</p>			
4	Requirements for participation: none			
5	Forms of examination: oral examination, written examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Christel Weber			

	Examination number: 1001	Module title: English		
1	Workload: 90 h	Credit points (CP): 3 CP	Study semesters: 1st/2nd sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: L/ST	Contact hours: 2 SCH/30 h	Self-study: 60 h	Planned group size: 15–35 students
2	<p>Competencies: After successfully completing the module, students will be able to use the English language confidently in spoken and textual contexts, particularly with regard to design specifics. They will be able to read and understand English-language design magazines and specialist books and to transfer their essence to the current design context in question. Students will be able to give short presentations in English.</p>			
3	<p>Contents: The module focuses on practising the technical vocabulary of (international) composition and design with the help of selected literature ("Eye. The international review of graphic design", "first aid", "The International Design Magazine", "Form. The Making of Design", etc.), revision of English grammar, and active training in presentation English (with practical presentation). In addition, students will create texts (e.g., short reports, summaries, abstracts, application documents, business letters).</p>			
4	Requirements for participation: none			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: John Anthony Smith			

Examination number: 1902/1916/1931		Module title: Space, Sculpture and Objects I, II and III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>Upon successfully completing the module, students will have the following skills: sensitive perception of all senses and alert physical awareness. They will be proficient in creatively combining and reshaping everyday objects in a targeted manner. Their basic manual skills for shaping their materials will be refined in a specific and results-oriented manner. Students will understand laws of sculpture and spatial systems in order to transfer their work material into other contexts. They will free items from their conventional use in order to re-evaluate them in terms of content and aesthetics. Students will be qualified to carry out transfer services and media broadcasts. Intensive work in a laboratory is ascribed for the design module in level 2/3.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>The specific learning content depends on the module level in question. Students will learn to discuss and assess industrially prefabricated everyday objects and organic materials as obstacles in space. In doing so, they will have to examine the form as well as the contextual context of items. The targeted combination of objects to form a complex structure will optimise the elements to become carriers of new information. Students will work towards a harmonious/disharmonious meeting of heterogeneous objects with spatial consequences. Distance and proximity, the relationship between subject/object will be interpreted and evaluated. The learners will find solutions by means of graphic representations, photos, videos, model making, sculptural placement and spatial installation. Forms of presentation in space and curatorial activities will be integrated into the teaching.</p>			
4	<p>Prerequisites for participation: none Students from all fields of study MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: Prof. Suse Wiegand (Space, Sculpture and Objects)</p>			

Examination number: 1901/1915/1930		Module title: Staging of Space and Video I, II and III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semester: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–20 students
2	<p>Competencies:</p> <p>Students will be familiar with the individual conditions of their creative work processes in their artistic activities in general and, in particular, in their work with media. They will use subject-specific communication techniques. They will research their subject area independently and be able to analyse, evaluate and classify their own artistic and creative productions, as well as those of others, and to classify them in a historical and social context. They will be able to pass critique and to reconcile the creative intention with what is represented. They will be able to formulate and defend their own interests and their own positions.</p> <p>They will have basic knowledge of cultural and historical developments in art and the history of Europe from the 20th century to the present day. Successful work in a workshop of choice, laboratory, studio or atelier is ascribed for a design module in levels 2 and 3. The successful workshop, studio, laboratory or studio work will be confirmed in writing by the person responsible for it.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>Based on the exemplary implementation of their own design project, students will learn to tackle the creative process, with its general and individual conditions, in an autonomous manner. From developing a design idea to executing, presenting and applying it in practice with materials, students will gain fundamental experience in artistic and conceptual thinking. Students will develop and reflect on the design of colour/line/surface/shape, text/language, media/appliances, light, sound, space, moving and still images, processes, etc., in relation to free and applied references. Students will investigate cultural-historical phenomena – in particular, art and design of the 20th century and current media art up to the present day – with a focus on the artistic and creative attitudes on which they are based and their historical-social contexts. The main focus is on artists who create works in the field of space staging/room installation/sound installation, video, media art, multimedia and sculpture using electronic and digital media as well as performance. As a result, topic-based, individual ideas and projects will be developed and implemented. In practical exercises, students will learn how to apply creativity techniques in a targeted way. There will also be practical thematic/technical exercises, kick-off speeches, presentations, corrections/individual discussions, analysis of examples from art and design history, group work and a field trip.</p>			
4	Prerequisites for participation: foundation modules have been completed			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Anja Wiese (Design Theory, Staging of Space and Video)			

	Examination number: 1502/1504/1506	Module title: Interactive Environments I, II, III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–20 students
2	<p>Competencies: Students will learn to design and implement interactive media space staging as well as develop the necessary aesthetic judgment and technological skills. They will master the special technical elements of working with real-time environments as well as design using generative methods. They will be able to critically question the aesthetic, technical and media-theoretical conditions of their practice and be able to think beyond established formats and genres. This will enable students to develop and implement both applied and experimental approaches. In particular, students will acquire the ability to identify critical and groundbreaking ideas in a way that is detached from existing or emerging tendencies in art and technology.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content: The content of module covers the conception of media room staging ideas, the development of prototypes and the visualisation of drafts, generative design using computer code and algorithms, programming with visual programming environments, spatial design using scale and 3D models, the use of multimodal possibilities for interaction, the development of concepts based on given topics or briefings, strategies of media communication in space, the development of ideas and cooperation in interdisciplinary teams, technical and temporal planning of design projects, and the presentation and communication of ideas and results. Contemporary developments in media art and media technologies will be examined and further developed with critical awareness. This field of study furthermore addresses the design process involved in the digital media itself, with beta versions, experimental systems, and states of the unfinished and ephemeral technologies.</p> <p>The learning content that is taught depends on the module level in question (I-III/MA).</p>			
4	<p>Requirements for participation: first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Florian Kühnle (Interactive Environments)			

	Examination number: 1501/1503/1505	Module title: Motion Design I,II, III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Every semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–20 students
2	<p>Competencies:</p> <p>Learning outcomes: students will develop multidisciplinary formats and apply the technical manufacturing processes for these. They will be able to identify hybrid genres and experiment with complex and artificial worlds of media. They will be familiar with the aesthetic characteristics of digital media that are relevant from the perspective of the discipline of the moving image and will be able to locate them in film, video and media art movements. They will be able to differentiate between the diverse dependencies of sound and image and their perceptual psychological and technical conditions. Based on their theoretical knowledge, they will derive a sense of style and creative flexibility for their practice. The analysis of requirements from project briefings and external limitations will lead to creative solutions for implementing extensive and collaborative production processes. Students will plan the spatial and audiovisual design of media environments by appropriately using contemporary projection, sound, light and screen technology; they will familiarise themselves with various industrial hardware and software environments for digital video production, image synthesis and processing and will thereby realise their projects in accordance with the typical workflows for video and animation productions. Module I: basic, builds on the foundations/BA only Module II: consolidation of the acquired knowledge and skills/BA only Module III: specialisation in certain fields of action and knowledge/BA and MA*</p> <p>MA participants: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>The content of the Motion Design module covers the conception and development of moving images in terms of their content, image composition and technology and taking into account their current spatiotemporal potential. The focus of the practical and creative exploration is on experimental approaches when dealing with film and animation, the spatially expanded formats of New Expanded Cinema, such as, e.g., media room installations, 360° videos, audio-visual live performances, projection art and projection mapping, as well as media scenography for the stage, events and brand environments. The analysis of sound–image relationships allows innovative forms of visual music, music visualisation and music videos to be derived and further developed. A prerequisite for approaching these formats is the theoretical examination of examples of precursors within art and media history and the specifics of these in terms of perceptual psychology and aesthetics. With a view to future trends in digital art and culture, this practical examination will be deepened using procedural, generative and algorithmic methods of moving image production. Projects characterised by artistic research address the development of innovative design concepts and narrative strategies for virtual, augmented and mixed reality applications and focus on the critical consideration of the experiential potential of immersive media formats.</p>			
4	<p>Prerequisites for participation: first-level foundation modules have been completed Students from other fields of study: participation in module I or the associated foundation module is possible after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	^ Module coordinator: Prof. Claudia Rohrmoser (Motion Design)			

Examination number: 1601/1605/1609		Module title: Documentary Photography I–III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Every semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>Students will be given the ability to develop, implement and evaluate photographic solutions for socio-political and socio-cultural issues and to present these in a modern way. Based on questions of a kind of photography that describes and reflects upon reality, they will create visual solutions in the "documentary style" based on set tasks or those freely developed by the individual. In developing their own artistic and aesthetic visual language, they will reflect on both current and historical discourses on media. They will be familiar with and understand the history of documentary photographic genres and will be able to relate their own photographic practice to these. They will reflect on and practice different contexts of documentary photography, ranging from commissioned to artistic applications.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA:</p> <p>MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>By necessity, documentary photography is closely related to the portrayal of the reality of social life. It always has an inherent nimbus of objectivity, but there is an irreconcilable contradiction in the ambivalence between the promise of authenticity and the subjective nature of documentary photography. The content of the subject area encompasses qualifying this contradiction and applying it productively to the subject under consideration. Further content involves presentations by the students on historical and contemporary photographic and media positions, as well as on topics from society, culture, politics, economy, science and history. The module content also covers teaching in the skills of project structuring, forms of presentation and practices of professionalisation. Active and regular participation in the seminar, as well as continuous work on the tasks, are binding requirements in order to successfully complete the seminar. The learning content depends on the module level in question (I to III/MA).</p>			
4	<p>Requirements for participation:</p> <p>Module I: completion of the foundation modules from level 1. Students from other fields of study should clarify with lecturers as to whether participation in the corresponding foundation module is necessary as an alternative.</p> <p>Module II: completion of module I Module III: *average grade of at least 2.0 from modules I and II. In order to participate in module III, MA students must provide evidence of the corresponding knowledge and skills at BA level.</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design (module III only)			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Roman Bezjak (Photography)			

	Examination number: 1603/1607/1611	Module title: Photography and Composition I–III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Every semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will have further skills, especially in the artistic application of the medium, which are based on the specific laws of photographic image processes, their spatial and temporal fragmentation. Based on questions that focus on issues that affect society as a whole or that are closely linked to the individual in question, they will implement visual solutions for artistic and applied contexts with a high level of craftsmanship, both on the basis of set tasks and in the context of freely developed topics. They will have skills in the conceptual application of the medium and will be able to reflect on and review their own artistic point of view in the discourse on current and historical positions of photographic practice.</p> <p>Students will be qualified to identify and implement appropriate forms of presentation for the study results in question, either independently or in a team.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA* MA participants: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>With the aim of developing their own visual language, students will engage with analytical considerations of the medium of photography against the background of its history and its integration into the current media and social context. They will address the development of concepts for realising independent photographic projects and will put their possible solutions, working methods and presentation ideas up for discussion in an open forum with regard to their content and creative quality. Students will develop presentations on historical and contemporary, cross-genre photographic positions and trends. Visits to exhibitions and field trips complement the course offering. It makes sense to link this content with the theoretical courses offered within this field of study in order to further deepen the acquired knowledge. The learning content that is taught depends on the module level in question (I–III/MA). Active and regular participation in the seminar (interim presentation, possibly lecture or report, discussion, feedback) and continuous work in the studio or at home are mandatory requirements for successfully completing the seminar. It is not only the work itself but also the process of its creation that will determine the evaluation of the results.</p>			
4	<p>Requirements for participation:</p> <p>Module I: completion of the foundation modules from level 1. Students from other fields of study should clarify with lecturers as to whether participation in the corresponding foundation module is necessary as an alternative. Module II: completion of module I Module III: *average grade of at least 2.0 from modules I and II. MA students have the appropriate knowledge and skills at BA level.</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design (module III only)			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: N.N. (Photography)			

Examination number: 1604/1608/1612		Module title: Artistic Photography I–III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will be able to conceptually develop and practically implement independent artistic projects with regard to the conception of the content, time management, organisation and communication. They will combine aesthetic, technical and content-based decisions as an expression of their personal vision.</p> <p>Successful work in a workshop of choice, laboratory, studio or atelier is ascribed for a design module in level 2. The successful workshop, studio, laboratory or studio work will be confirmed in writing by the person responsible for it.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA* MA participants: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>The "Artistic Photography" module deals intensively with the technical, aesthetic and philosophical properties of the medium in both the digital and analogue spheres. Artistic strategies that are introduced will be addressed with the prospect of developing an independent artistic vision and photographic signature. The content will be supplemented with selective technical and creative exercises. In order to achieve the artistic goals, organisational concepts will be taught in addition to artistic and content-related dimensions: time management, strategies for utilising images, analysing exhibition concepts, insights into the laws of the art market and communication strategies. The research into artistic photography will be accompanied by critical reflections on the medium in combination with texts.</p>			
4	Requirements for participation: first-level design modules have been completed			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design (module III only)			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Katharina Bosse (Photography)			

	Examination number: 1602/1606/1610	Module title: Photography and Visual Media I, II, III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will have developed an individual, contemporary and unmistakable visual language with which they can appropriately respond to any creative and artistic task in the field of photography and visual media. To achieve this, they will be familiar with the media in question in terms of techniques and content and will be able to select them according to the communicative goal. Students will be able to recognise and interpret visual content with regard to their socio-cultural, historical and economic contexts and will be informed about the current status of the international discourse in this field. They will have the ability to independently create, analyse and critically evaluate their work from the idea to the conception and the choice of medium to the presentation.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>The course in Photography and Visual Media is mainly oriented towards personal development and qualification processes and pursues the goal of building integrated theoretical, aesthetic, technical and cultural skills. Analogue and digital visual media will be scrutinised and critically questioned as tools of visual production. Students will learn to independently and responsibly use these instruments in a conceptual way and to reflect on their cultural, social, political and technical coding.</p> <p>In addition, current discourses on photographic theory will be examined.</p> <p>In topic-specific seminars, students will independently create visual concepts that are developed both in groups and during individual discussions with the lecturers. The concept and methodological approach will be subject to an open, critical discourse.</p> <p>In parallel, talks will be given on selected topics. Artistic and applied working methods will be analysed in the context of contemporary and historical positions and discussed with regard to aspects of visual strategy, aesthetics and content. It makes sense here to link this with the theoretical courses offered by the school in order to further deepen the acquired knowledge.</p>			
4	<p>Requirements for participation:</p> <p>first-level foundation modules have been completed</p> <p>Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers.</p> <p>*Specialisation in module III is only possible if the average grade from I and II is at least 2.0.</p> <p>MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design (module III only)			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Emanuel Raab (Photography and Visual Media)			

Examination number: 1903/1917		Module title: Fashion Photography and Styling I, II and III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Annual
				Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies: After successfully completing the module, students will be familiar with various ways of presenting fashion in images and will be able to apply them to specific tasks. They will be able to analyse visual languages of fashion and to develop their own styling concepts for artistic and editorial photo series.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content: The possibilities for presenting fashion in images will be researched and discussed using examples during the course. Fashion photography concepts will be developed and implemented in practice. The learning content that is taught depends on the module level in question (I-III/MA).</p>			
4	<p>Requirements for participation: first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: Prof. Emanuel Raab (Photography and Visual Media) Prof. Meiken Rau (Collection Design/Fashion Design)</p>			

Examination number: 1701/1705/1709		Module title: Typography and Layout I, II and III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies: Upon successfully completing the module, students will have conceptual, editorial and typographical skills that will enable them to plan, develop and implement more complex typographical project work. In addition, students will be given the ability to justify content and design decisions and to present their work in a way that is appropriate for the topic.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content: Typography is understood as a visible language. Therefore, the course covers all questions of communication. Ordering, structuring, interpreting, transforming and staging text-based communications are of particular importance. On the basis of typographic project work with different focuses, important work areas such as editorial design, book design, poster design, information design, exhibition design, etc., will be addressed by way of example. The project work requires intensive engagement with the topic in terms of content and design. Students will be given an awareness for the task at hand with the help of lectures, talks, workshops, presentations, group discussions, field trips and literature on the topic. The learning content that is taught depends on the module level in question (I-III/MA).</p>			
4	<p>Requirements for participation: first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dirk Fütterer (Typography)			

Examination number: 1704/1708/1712		Module title: Drawing and Illustration I, II and III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>Students will translate content into images, will invent their own and original visual worlds, and will develop creative skills in different presentation techniques and styles.</p> <p>Students will develop their own judgment with regard to drawing and illustration and will be able to reflect on, articulate and evaluate their visions, ideas and approaches. During the seminar, students will go through the following phases of the creative process: developing ideas, sketching and drafting, form and developing a format, correcting, implementation and presenting their work adequately, including reflective, verbal consideration of the process and results.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>The practical design course in Drawing and Illustration covers application-based illustration, free artistic drawing, and sketching as a basic design tool in the creative process. Thanks to changing course offerings and seminar topics, the most diverse opportunities possible for entry into the topic and specialisation will be provided and promoted in the various areas of drawing and illustration. Possible subject areas include book illustration, children's books, sequential drawing and pictorial narration, factual and technical illustration, poster graphics, documentary drawing, and conceptual and experimental drawing, etc. As part of the field of study in Communication Design, the subject area of Drawing and Illustration repeatedly investigates the fundamental relationship between text and image and questions and scrutinises different forms of textual and visual language. In addition to freehand drawing, the subject area also touches on the examination of colour, mixed techniques such as collage and montage, manual printing techniques, and digital image editing and processing. The learning content that is taught depends on the module level in question (I–III/MA).</p> <p>Active and regular participation in the seminar (interim presentation, possibly lecture or report, discussion, feedback) and continuous work in the studio or at home are mandatory requirements for successfully completing the seminar. It is not only the work itself but also the process of its creation that will determine the evaluation of the results.</p>			
4	<p>Requirements for participation:</p> <p>first-level foundation modules have been completed</p> <p>Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers.</p> <p>*Specialisation in module III is only possible if the average grade from I and II is at least 2.0.</p> <p>MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Nils Hoff (Drawing and Illustration)			

Examination number: 1702/1706/1710		Module title: Communication Design/Corp. Design I, II and III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will be able to develop interdisciplinary design strategies for complex creative and communicative problems and to formulate these in thought and writing into a nuanced and coherent communication and media concept. They will be able to implement this concept in an adequate visual design and will be given the ability to present their proposed solutions professionally, using all necessary media.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>The module teaches the methodology for developing a coherent concept. Tools used include, among others, comprehensive analysis of the problem, competitor and industry research, target group analyses, personas, customer journeys, polarity profiles and questionnaires and workshops. These will be applied in order to clearly identify the problem and to develop a productive concept and communication strategy based on this. Students will then develop a design system that builds on this. The resulting applications are always contemporary and cross-media, and cover both the analogue and digital spheres. The creative focus is based on the context in question (type of company, industry, target group, users, etc.). Media and means of representation are integrated into the design process, depending on the topic and goal. Further guidance will be provided by examining theoretical models and design examples from practice. Field trips offer the chance to come face-to-face with potential clients, and to confront requirements and demands that go beyond the university framework. Visits to design offices, publishers, media companies and advertising agencies will consolidate students' own ideas about how to implement design. The handling of the project will be supported by regular, varying forms of feedback and implemented as part of interdisciplinary teamwork. Practical forms of presentation and forms of feedback form a part of the multi-level processing phases. The project will be concluded with documentation of the process and a presentation. The learning content that is taught depends on the module level in question (I–III/MA).</p>			
4	<p>Requirements for participation:</p> <p>first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Robert Paulmann (Communication Design/Corporate Design)			

Examination number: 1703/1707/1711		Module title: Interaction Design I, II, III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies: The module will convey knowledge of the conception, design and implementation of interactive products and projects. After successfully completing this module, students will be able to conceive of, design, prototype, implement, evaluate and theoretically reflect on user-centric and media-friendly experiences, interfaces and interactions. They will be able to present results in a nuanced and coherent form orally, visually and in writing.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content: Knowledge of the design of interfaces and interactions will be imparted: from natural user interfaces (NUI) to 3D interfaces for mixed reality to conversational interfaces (CUI). Basis and consolidation:</p> <ul style="list-style-type: none"> • Multi-touch interaction and gestural interaction for 2D interfaces • Tangible interaction for networked objects <p>Specialisation:</p> <ul style="list-style-type: none"> • Gestural and embodied interaction for 3D interfaces such as mixed reality environments • Voice interaction for voice interfaces <p>Practical skills will be deepened in workshops:</p> <ul style="list-style-type: none"> • Narrative presentation methods for conveying ideas • Analogue and electronic prototyping methods for the explorative further development of ideas • Interface mockups and animations for creating look and feel • Interactive prototypes and evaluation methods <p>During theoretical units, specialist knowledge, cultural-historical context, innovative developments and the current state of research will be taught as impetus for conception, design and implementation. The handling of the project will be supported by regular, varying forms of feedback and implemented as part of interdisciplinary teamwork. The learning content that is taught depends on the module level in question (I-III/MA).</p>			
4	<p>Requirements for participation: first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	<p>Forms of examination: presentation of works Master's students will deepen their work with an academic paper.</p>			
6	<p>Requirements for the award of credit points: examination has been passed</p>			
7	<p>Module can be used towards: BA in Design and MA in Design</p>			
8	<p>Importance of the grade for the final grade: single-weighted</p>			
9	<p>Module coordinator: Prof. Patricia Stolz (Conceptual Design and Interaction Design)</p>			

Examination number: 1801/1805/1809		Module title: Fashion Graphics I–III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>Module I: basic, builds on the foundations/BA only Students will be in a position to portray bodies, faces, hands, feet, accessories and fabrics. Experimental techniques and innovative ideas play an important role here. They will master both figurative drawing and styling drawings, as well as portraits, workshop drawings, illustrations and layouts. They will practise close observation and be able to present a fashionable typeface.</p> <p>Module II: Consolidation of the knowledge and skills acquired/BA only The skills formulated in module I will be intensified and not only developed manually, but also further processed on the computer. Using a concept, students will use a collection to show that they can adequately implement a designer's intention in drawings. They will master different styles and develop their own signature.</p> <p>Module III: Specialisation in certain fields of action and knowledge/BA and MA* The skills formulated in module II will be intensified. Students will have developed their own signature and will demonstrate their knowledge during several projects or practical assignments. They will have an up-to-date portfolio and website.</p> <p>MA participants: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>Figurative drawing, portraits, styling drawing, illustration, layouts, the incorporation of analogue and digital drawing and presentation techniques, experimental exercises with different styles and sensual experience with different drawing materials will be deepened.</p>			
4	<p>Requirements for participation:</p> <p>first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator:</p> <p>Prof. Willemina Hoenderken (Fashion Design and Fashion Graphics)</p>			

Examination number: 1802/1806/1810		Module title: Model Design I–III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Every semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will have the following knowledge and skills: they will be able to independently develop concepts and to present them visually and verbally. They will be able to develop models in line with these concepts and the target group and to present them professionally. Students will be able to autonomously develop models for experimental and innovative forms of clothing.</p> <p>Successful work in a workshop of choice, laboratory, studio or atelier is ascribed for a design module in level 2 or 3. The successful workshop, studio, laboratory or atelier work will be confirmed in writing by the person responsible for it.</p> <p>Module I: basic, builds on the foundations/BA only Module II: consolidation of the acquired knowledge and skills/BA only Module III: specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA:</p> <p>MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content:</p> <p>Target group analysis, image analysis, historical forms of clothing, trend research and analysis, practising presentation design and verbal presentation, design of form, drapery and development in connection with new materials.</p> <p>The learning content that is taught depends on the module level in question (I-III/MA).</p>			
4	<p>Requirements for participation:</p> <p>first-level foundation modules have been completed</p> <p>Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers.</p> <p>*Specialisation in module III is only possible if the average grade from I and II is at least 2.0.</p> <p>MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Meiken Rau (Model Design and Fashion Graphics)			

Examination number: 1803/1807/1811		Module title: Collection Design I-III		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies:</p> <p>Students will be able to independently engage with designing material on the body. They will try out various design strategies and apply them in practice. Students will use the conceptual skills they have already acquired to translate ideas into appropriate silhouettes, shapes and materials.</p> <p>Students will be able to justify their creative decisions and locate them in the context of current discourses on fashion. They will apply their knowledge of the manufacture, processing, material application and function of clothing in a reflective manner. They will visualise, document and stage draft designs on the body.</p> <p>Module I: basic, builds on the foundations/BA only Module II: Consolidation of the knowledge and skills acquired/BA only Module III: Specialisation in certain fields of action and knowledge/BA and MA*</p> <p>Participants from the MA:</p> <p>MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p> <p>Successful work in a workshop of choice, laboratory, studio or atelier is ascribed for a design module in level 2 or 3. The successful workshop, studio, laboratory or studio work will be confirmed in writing by the person responsible for it.</p>			
3	<p>Content:</p> <p>Basic theming and application of design strategies in order to develop and construct fashion-relevant collections in theoretical and practical exercises.</p> <p>Testing research methods and various creative techniques.</p> <p>The principles for designing a fashionable collection will be taught.</p> <p>Presentation and documentation of drafts and concepts in two-dimensional form.</p>			
4	<p>Requirements for participation:</p> <p>first-level foundation modules have been completed</p> <p>Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers.</p> <p>*Specialisation in module III is only possible if the average grade from I and II is at least 2.0.</p> <p>MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Philipp Rupp (Collection Design and Fashion Graphics)			

Examination number: 1804/1808/1812		Module title: Fashion Design		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 5 SCH/75 h	Self-study: 165 h	Planned group size: 15–25 students
2	<p>Competencies: After successfully completing the module, students in the specialist discipline of Fashion Design will be able to locate fashion in the field of interplay between art, commerce and technology and to link these aspects when designing a collection. Successful work in a workshop of choice, laboratory, studio or atelier is ascribed for a design module in levels 2 and 3. The successful workshop, studio, laboratory or atelier work will be confirmed in writing by the person responsible for it. Participants from the MA: MA students will demonstrate knowledge and skills that build on the bachelor level and deepen or expand this significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role. The lecturers will determine the workload and outputs required of the master's students in the first semester.</p>			
3	<p>Content: In the field of Fashion Design, students will be taught how trends can be detected and implemented using market research, analysis of mindset groups and the observation of social trends. The creation of a collection will be advanced through concept, design and illustration and will be evaluated in complex implementation on the basis of exemplary outfits and a visual presentation. The learning content that is taught depends on the module level in question (I-III/MA).</p>			
4	<p>Requirements for participation: first-level foundation modules have been completed Students from other fields of study: participation in module I or in the associated foundation module after consultation with the lecturers. *Specialisation in module III is only possible if the average grade from I and II is at least 2.0. MA students have the appropriate knowledge and skills at BA level</p>			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design and MA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Willemina Hoenderken, Prof. Meiken Rau, Prof. Philipp Rupp			

	Examination number: 1406	Module title: Art and Cultural Studies, Exhibition Conc. and Project Management		
1	Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 15–30 students
2	<p>Competencies:</p> <p>After successfully completing the module, students will be able to define the basic terms of "design", "art" and "culture", to explain their interdisciplinary character, and to refer to and differentiate between essential analysis methods. They will be able to demonstrate relationships to methodological questions of social, cultural and art history. They will thus be able to outline the historical developments leading up to the current design of society in order to develop creative concepts, exhibition concepts and other design projects that build on this as visions for the future.</p>			
3	<p>Content:</p> <p>The question of how life is shaped in society or of how life is designed is old. Since the time of the Old Testament prophets, this question has been discussed again and again in all developed cultures of the world. What is particularly important for understanding our present day, however, is that the economic and social consequences of mechanisation and industrialisation, right down to modern-day, computer-dominated high-tech society, have led to a rapid change in living conditions for everyone. This change will be examined using examples of postmodern design results and design theories as well as contemporary design phenomena and discourses. The course will scrutinise the specific question as to which design innovations have actually led to an improvement of individual and collective ways of living, and with what success? To what extent have they succeeded in building new traditions? In concrete terms, this means our appreciation of the new merely consists in understanding and using the old in a new way. The design of material life goods influences their use and context of use, and this is what defines the importance of design. Design must be based on the use of researched, analysed and interpreted facts and symbols.</p>			
4	Prerequisites for participation: first-level academic module has been completed			
5	Forms of examination: presentation, written term paper, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dr. Andreas Beaugrand			

Examination number: 1407	Module title: The Science of Images and Linguistics			
1 Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 15 students	
2	<p>Competencies: After successfully completing the module, students will be able to explain essential basic terms in the science of images and linguistics. They will be familiar with the common approaches and methods of analysing and interpreting visual and linguistic signs. They will be able to name similarities and differences between image and language or text in terms of their logic, rhetoric and mediality and to implement them for their own design practice. Foundations of academic writing will be taught at the same time, which will allow students to capture images and texts in a reflective manner.</p>			
3	<p>Content: The sciences of images and linguistics, each of which have their own traditions, offer access to the visual, oral and written drawing practices that, in addition to the equally cultural language of the body, determine every process of communication. In order for students to be able to analyse, understand and themselves design the different media sign systems and their use, examples from the arts and advertising will be used to introduce the essential approaches to the sciences of images and linguistics. On the science of images side, this includes: iconology, iconography, visual semiotics, visual pragmatics and visual anthropology. On the linguistics side, this includes: semiotics, structuralism, speech act theory, notational iconicity. Both in the field of notational iconicity and that of orality and literacy – which is also the subject of the module – the focus is on hybrid and multimodal forms of communication between image, language and text.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation, written term paper, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dr Kirsten Wagner			

Examination number: 1408	Module title: Media Theory			
1 Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 15–30 students	
2	<p>Competencies: After successfully completing the module, students will have the following knowledge and skills: they will be able to explain essential basic terms of "media theory", refer to key methods of media analysis and differentiate between them. They will be able to demonstrate relationships to methodological issues in media history, textual studies and the science of images. Students will be able to explain media analysis methods – including the media aspect of the discourse on gender – using at least two examples (from different historical reference systems). Students will be able to describe the historical development of media and to name differences in specific media. Students must develop at least one detailed interpretation in relation to the difference between analogue and digital image generation.</p>			
3	<p>Content: Media are mediators. They bridge gaps and link poles and opposites. As carriers of information, they need forms in sound, writing and images. Placed between people, media convey meaning, contribute to the understanding of complex structures and are significantly involved in processes of searching for identity. The development of digital image generation machines has given media theory a new status in contemporary design discourse. There are media-specific distinctions between still and moving images of a codified world. At the same time, dialogic structures are to be uncovered in comparison. Constructivist and deconstructivist approaches are particularly important in this regard and in the context of a cross-genre modern/postmodern concept. The areas of work include the description and analysis of quintessential examples from film production, advertising, photography and contemporary art. Key terms here include: the theoretical foundation of the visual, the science of images, the relationship between text and image, perception and reflection, synaesthesia. By mirroring works of different mediality, a media theory that also argues historically will aim to sharpen perception and terminology for a design practice of the future. Specifically, this relates to the focal points of media history, media studies, media philosophy, media management, the science of images, introduction to scientific work, methods of the "linguistic" and "iconic turn", and the history and theory of cultural techniques.</p>			
4	Prerequisites for participation: first-level academic module has been completed			
5	Forms of examination: presentation, written term paper, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dr Kirsten Wagner			

	Examination number: 1409	Module title: Visual Culture and Art Theory		
1	Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 3 SCH/45 h	Self-study: 75 h	Planned group size: 15–30 students
2	<p>Competencies:</p> <p>We understand visual culture to mean the designed environment of people as a complex structure of image-worthy statements, while people, in turn, construct images of themselves through their appearance, clothing and behaviour, which trigger and stimulate communication processes. After successfully completing the module, students will understand visual culture as a discipline and will be able to describe and understand images and generate them as a transfer output in the practical design modules.</p>			
3	<p>Content:</p> <p>Through the imparting of knowledge about the history of art and design, students will develop an expanded repertoire of tasks and solutions to problems. The methods include work focused on the science of art and images, especially iconology and iconography, as well as the examination of conditions of origin and production and the reception (perception/use) of objects of visual culture.</p> <p>Artistic and design achievements will be analysed and evaluated in aesthetic, social and sociological, historical, political and other scientific contexts of design and formability. Awareness of one's own creative position will be sharpened, and arguments for well-founded criticism and self-criticism will be developed. Students will develop the ability to present and convey their own and others' creative results, as well as to present these for discussion, and the diverse conditions for creative work will be discussed in terms of how they have changed over history and their relation to the present. The knowledge and skills of the 1st level will be expanded in the 2nd and 3rd levels through in-depth reading on suitable contemporary and historical theories of a visual culture. The subject is interdisciplinary and geared towards knowledge transfer and is closely related to the practice of design and creative</p>			
4	Prerequisites for participation: academic modules at the first level have been completed			
5	Forms of examination: presentation, written term paper, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Dr. Anna Zika			

Examination number: 1314	Module title: Interface and Interaction			
1 Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–20 students	
2	Competencies: After successfully completing the module, students will have the knowledge and skills to create screen-based, touch-based and immersive and spatial interfaces, which will allow media environments, installations and applications to be controlled and influenced interactively.			
3	Content: Conception, design and implementation of digital interfaces (screen-based, touch-based and immersive and spatial), design of layout, wireframes, navigation and user feedback, implementation and testing of prototypes, publishing on various platforms and devices, application of user interface authoring and prototyping environments, and real-time communication with other application programs via communication protocols.			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Prof. Florian Kühnle (Interactive Environments)			

	Examination number: 1315	Module title: Immersion and Real Time		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies:</p> <p>Upon successfully completing the module, students will have the knowledge and skills to design and implement digital virtual environments using appropriate programming environments. They will be able to apply typical design approaches and methods and implement design requirements. They will have understood the technological and design specifics of working with different virtual real-time environments such as VR, AR or MR. They will also be able to carry out the technical planning, setup and operation of hardware and software systems for audiovisual live performances, as well as operate sound-reactive image systems and live cinema applications. Students will have a comprehensive understanding of the interactions and dependencies between spatial and media-technical parameters for installation applications.</p>			
3	<p>Content:</p> <p>Design of digital-generative and cinematic environments for virtual reality, augmented reality and other immersive media formats, creation of 3D scenarios, importing assets and media (3D objects, textures, videos, sound), scripting and simulation of processes, behaviour and logics, real-time visualisation and simulation, publishing on various platforms and devices. Imparting of practical skills and knowledge in the operation of programs and technical devices for real-time calculation and live performance of video, computer graphics and sound. Consolidation in the techniques of image synthesis, algorithmic image production, graphic simulation and shader programming. Technical examination of media server and video management systems, as well as contemporary screen, projection and sound technology. Development of complex AV performance setups in self-chosen project constellations.</p>			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator:</p> <p>Prof. Florian Kühnle (Interactive Environments), Prof. Claudia Rohmoser (Motion Design)</p>			

Examination number: 1323/1325		Module title: Analogue and Digital Visual Media Technology I and II		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–20 students
2	<p>Competencies:</p> <p>Module I: basic, builds on the foundations/BA only After successfully completing the module, students will have the following knowledge and skills: application of analogue and digital visual media on the basis of practical examples.</p> <p>Module II: consolidation of the knowledge and skills acquired/BA only After successfully completing the module, students will have the following knowledge and skills: application of analogue and digital visual media on the basis of practical examples. Consolidation of the skills from level 1 and 2 through interdisciplinary work with adjacent disciplines and development of interdisciplinary thinking structures.</p>			
3	<p>Content:</p> <p>Module I Boes: Imparting practical skills and knowledge in the technology of visual media, photographic and film technology, video and electronic image editing technology. The acquired foundations will be consolidated using case studies. A more advanced understanding of digital image processing, imaging and related areas will be acquired through practical tasks and will be supported by theory.</p> <p>Module I Lange: Technical and Practical Foundations of Photography: further technical possibilities in photography and related areas. The foundations learned will be consolidated using advanced methods of analogue/digital photography. The fundamental theoretical and practical techniques will be continued using concrete examples in order to consolidate and expand the understanding of the content.</p> <p>Module II Boes: Imparting practical skills and knowledge in the technology of visual media, photographic and film technology, video and electronic image editing technology. Independent work and consolidation of special techniques of the visual media known to the students. The combination of what has been learned and nuanced assessment of problems will be deepened by means of a self-selected task.</p> <p>Module II Lange: Imparting of technical possibilities of photography – analogue and digital – in theory and practice, application of audiovisual media. The aim is to engage with special areas in more depth and, on a largely independent basis, to process problems that result from theoretical and practical tasks.</p>			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Wim Boes, Dipl.-Ing. Kai Lange			

Examination number: 1324		Module title: Foundations of Video Technology		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd and 4th sem.	Course frequency: Each semester
				Duration: 1 semester
	Form of teaching: S/ST/I,P,E	Contact hours: 4 SCH/ 60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies: After successfully completing the module, students will have the following knowledge and skills: theoretical and practical foundations of video technology: students will be able to present the knowledge they have acquired on the basis of a practical example and show that they are able to carry their knowledge over to their own work.</p>			
3	<p>Content: During the course, participants will learn the basics about creating videos. They will create storyboards and then implement these using various recording techniques. They will learn the foundations of plot structure, camera and light control, and film editing. They will be familiar with the important file formats and editing programs and proficient in sound recording techniques. They will be able to process their results using post-production methods. They will implement the knowledge they have gained in exercises and design tasks.</p>			
4	Requirements for participation: none			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Des. Benjamin Rohde, Dipl.-Ing. Wim Boes, Dipl.-Ing. Kai Lange			

Examination number: 1334/1337		Module title: Print Technology and Print Publishing I and II		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies:</p> <p>Module I: basic, builds on the foundations/BA only After successfully completing the module, students will have the following knowledge and skills: the foundations they learned about producing print products will be deepened in theory and practice on the basis of further, professionally relevant criteria. In order to consolidate students' understanding of the content, knowledge of the techniques will be imparted through concrete practical work.</p> <p>Module II: consolidation of the knowledge and skills acquired in the basic course (module 1). Upon successful completion of the module, students will have the following knowledge and skills: the focus of this level is on handling a print production process largely independently. The skills acquired in level 1 and level 2 serve as basic knowledge for practical implementation. The project-oriented way of working enables practical application and consolidation of what has been learned and promotes an understanding of the workflow in print production.</p>			
3	Content: Further or more in-depth teaching on the technical possibilities of print publishing			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Kirsten Rudgalwis			

	Examination number: 1335/1338	Module title: Cross-Media Publishing I and II		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–35 students
2	Competencies: Introductory- or in-depth-level communication of technical possibilities of cross-media publishing, including InDesign for advanced users and cross-media publishing in a variety of different media channels (multi-channel)			
3	Content: Module I: basic, builds on the foundations/BA only The seminar is aimed at students who already have basic knowledge of desktop publishing and Adobe InDesign. The work in InDesign is systematised with the help of formats, variables and templates, providing the springboard for creating tables of contents, indexes, etc. On top of print publishing, students will explore the possibilities of digital publishing, and of automation/programming and scripting of InDesign. Module II: Consolidation of the knowledge and skills acquired in the basic course (module 1). First of all, the theoretical foundations for creating high-quality text and image templates for printing are refreshed and taught. In addition, this module gives students basic knowledge in the areas of audio/video/web and pre-media with regard to the media-neutral data management and storage that is required for cross-media publishing. The technology teaching in this module places a special focus on learning markup languages (in particular XML – Extensible Markup Language).			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: written examination, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Course coordinator, Communication Design (Prof. Robert Paulmann)			

	Examination number: 1336/1339	Module title: Creative Coding		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th sem.	Course frequency: Each semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 10–20 students
2	<p>Competencies:</p> <p>The module conveys the concepts of simple object-oriented programming languages, such as processing for creating generative visualisations, animations, sound and interactive systems. Students learn to integrate programming into the design process and to design using these tools.</p> <p>After successfully completing this module, students will be able to implement generative design projects independently. They will be able to present results in a nuanced and coherent form orally, interactively and in writing and will be able to reflect on them.</p> <p>Module I: basic, builds on the foundations/BA only Module II: consolidation of the knowledge and skills acquired. Only for BA participants from MA: MA students have knowledge and skills that build on the Bachelor's knowledge and deepen or expand it significantly. In interdisciplinary lessons, they will exchange ideas with the group about further solutions to problems in a factual and subject-related manner and will thus take on aspects of a facilitation role.</p>			
3	<p>Content:</p> <p>Module I: basic, builds on the foundations.</p> <p>In this seminar, methods and strategies for generative design will be theoretically explored and learned in practice. Students will be introduced to programming concepts and taught suitable development environments, as well as their functions for implementation. Through practical exercises, they will gain knowledge of object-oriented programming and typical possible applications.</p> <p>Module II: consolidation of the knowledge and skills acquired in the basic course (module 1). Students' knowledge is deepened by means of individual design tasks.</p> <p>In addition, students will practise dealing with constantly changing tools and will learn methods for independently acquiring new tools.</p>			
4	Prerequisites for participation: students from all fields of study: participation upon consultation			
5	Forms of examination: presentation of works			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator:</p> <p>Course coordinator, Communication Design (Prof. Robert Paulmann)</p>			

Examination number: 1344/1349		Module title: Textile Printing Techniques I + II		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Every semester
	Form of teaching: S/ST/E	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 10–12 students
2	<p>Competencies: Upon successfully completing the module, students will have the following knowledge and skills: independent development and production of screen prints on textile substrates in the form of monotypes and serigraphs. Knowledge and experience in dealing with experimentally developed printing processes.</p> <p>Module I: builds on the foundations. Module II: consolidation of the knowledge and skills acquired/BA only</p>			
3	<p>Content: Students will learn the techniques for implementing their own designs in print templates, as well as how to produce these, and also the special features of the textile carrier materials (in contrast to others). ... Implementation of the design and its colour zones on screen printing films through drawing and painting or in an experimental form. ... Creation of a screen printing template through digital image processing. ... Acquisition of knowledge in continuous printing (report). ... Conscious and differentiated selection of the colour composition/application. ... Use of various types of textile carrier materials and various textile printing materials, along with the resulting effects on the finished product (e.g., burnout process). With this knowledge, students will be able to create drafts for reporting or customised print formats and to convert them into textile prints.</p>			
4	Prerequisites for participation: none, open to all fields of study			
5	Forms of examination: oral examination with presentation			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Des. Delia Herden, Marie-Luise Rawe			

Examination number: 1345	Module title: Draping Technique			
Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST/E	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 10–12 students	
<p>Competencies: Upon completion of the learning process, successful students will be able to produce their own complex fashion designs using the technique of draping on the bust. They will be familiar with various draping approaches, for developing different types of clothing, and will apply them flexibly. They will be able to analyse their own design ideas for possible implementations and determine their own individual paths to solutions. When doing so, they will be able to combine different draping approaches, with a view to successful implementation of the design. They will be able to critically assess the fit and appearance of the created design (proportions, silhouette, details, etc.) and</p>				
<p>Content: The seminar will consolidate and expand upon the techniques learned in the Foundations of Draping Technique seminar. Starting by working in practice on the bust, students will model various complex fundamental shapes for women's and men's clothing (jacket & coat shapes, lapel collar and hood variants) and will copy and manufacture patterns for them. On the basis of the knowledge they have learned, they will implement their own design using the technique of draping on the dummy, and create the corresponding pattern. Trying on their own design will deepen their knowledge with regard to optimal fit and critical assessment of the appearance of an item of clothing (proportions, silhouette, details, etc.). An important aspect of the seminar is the continuous visual representation of the various work steps involved in draping, as well as the various results, in the form of a workbook.</p>				
Prerequisites for participation: none, open to all fields of study				
Forms of examination: oral examination with presentation				
Requirements for the award of credit points: examination has been passed				
Module can be used towards: BA in Design				
Importance of the grade for the final grade: single-weighted				
<p>Module coordinator: Coordinator for the Field of Study of Fashion (Prof. Philipp Rupp)</p>				

Examination number: 1346/1350	Module title: CAD Pattern Design I and II			
Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–35 students	
<p>Competencies: After successfully completing the module, students will have knowledge of computer-aided pattern design. Module I: builds on the foundations. Module II: consolidation of the knowledge and skills acquired/BA only</p>				
<p>Content: Introduction to the basics of computer-aided pattern construction. Main and secondary functions of ASSYCAD: constructing points, lines, curves, arcs, etc., in order to create patterns. Modifying pattern pieces, treating seam allowances, notching, etc. Expanding basic knowledge and skills for product-focused manufacturing of womenswear and menswear clothing. Constructing production patterns, with a mind to both fashion and lines. Performing fittings to optimise the fit. The main topic focus is the design of tops and variations of these, as well as kimono sleeve shapes, collar shapes and hood variants. The learning content that is taught depends on the module level in question (I–II)</p>				
Prerequisites for participation: first-level technical modules have been completed				
Forms of examination: oral examination, written examination				
Requirements for the award of credit points: examination has been passed				
Module can be used towards: BA in Design				
Importance of the grade for the final grade: single-weighted				
Module coordinator: Dipl.-Ing. Christel Weber				

Examination number: 1347	Module title: Experimental Pattern Techniques			
1 Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–35 students	
2	<p>Competencies: Students will learn forms of complex tailoring and processing and apply them independently by engaging directly. They will be able to implement the tailoring and production of a set design idea, or one of their own, such that it meets the requirements in terms of lines and quality.</p>			
3	<p>Content: Practical skills will be trained, building on the previous knowledge and skills from Fashion Technology. Students will become familiar with the development of pattern cuts with demanding cutting lines and complex processing forms. Analysis of design templates in terms of lines and proportions, and implementing them in the pattern cut. Exploring the technical and production aspects of implementing difficult materials. Executing an outfit that fits correctly.</p>			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: oral examination, written examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Christel Weber			

	Examination number: 1348/1351	Module title: Advanced Fashion Technology I and II		
1	Workload: 150 h	Credit points (CP): 5 CP	Study semesters: 3rd/4th/5th/6th sem.	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/ST	Contact hours: 4 SCH/60 h	Self-study: 90 h	Planned group size: 15–35 students
2	<p>Competencies: After successfully completing the module, students will have the knowledge and skills to implement everything from the design to the product-oriented manufacturing of the clothing for various areas of clothing.</p> <p>Module I: builds on the foundations. Module II: consolidation of the knowledge and skills acquired.</p>			
3	<p>Content: Teaching of knowledge of manual pattern design. Taking individual body measurements and implementing them. Basic pattern constructions and variants. Specific seam structures in a wide variety of areas. Carrying out try-ons to identify and eliminate errors in fit and proportion. Lining cutting developments. Introduction to and testing out of typical processing methods and procedures. Introduction to the foundations of material technology and to work equipment. Use of special machines. Exercises for working with different input materials. Discussion and implementation of solutions to problems through the use of inserts, linings, padding and closure options. The learning content that is taught depends on the module level in question (I–II)</p>			
4	Prerequisites for participation: first-level technical modules have been completed			
5	Forms of examination: oral examination, written examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Dipl.-Ing. Christel Weber			

Examination number: 1002/1003			Module title: Practical I + II		
1	Workload: 30–150 h	Credit points (CP): 1–5 CP	Study semesters: 3rd–4th sem.	Course frequency: Each semester	Duration: 1 semester
	Form of teaching: W/P	Contact hours: 1–4 SCH/15–60 h	Self-study: 15–90 h	Planned group size: Depending on requirements	
2	<p>Competencies:</p> <p>In small workshop formats, students will have expanded their specialist knowledge as well as their technical and artistic and creative skills. As part of larger, interdisciplinary projects, students will be able to organise themselves in teams and, largely independently, to conceive of, plan and implement complex projects or subtasks. Students will try out and prove their commitment, their organisational talent and their ability to work in a team and apply the knowledge and skills they have acquired in seminars.</p>				
3	<p>Content:</p> <p>The 10 credit points spread across two modules in the 3rd and 4th semester are confirmed by the responsible lecturer on a practice module sheet based on the work and time outlay and using a modular principle. When the required 10 CPs are reached, the performance is checked by the lecturer responsible for the module. Students can choose from workshops and lectures (including documentation), organisation and design of shows of work, fashion shows, lecture series, symposia, exhibitions, conferences and cross-disciplinary projects initiated by students (e.g., photographing lookbooks, creating layouts, etc.).</p> <p>In the Fashion field of study, the technology courses "Textile Materials Science" and "CAD Design" can be taken as practical modules.</p> <p>30 working hours correspond to one CP. For example, a two-day workshop, including documentation, corresponds to one CP. Long-term participation in the above projects can be credited with up to 5 CP</p>				
4	Prerequisites for participation: first-level modules have been completed				
5	Forms of examination: presentation, documentation				
6	Requirements for the award of credit points: passed without a grade				
7	Module can be used towards: BA in Design				
8	Importance of the grade for the final grade: single-weighted				
9	Module coordinator: course coordinators (Prof. Philipp Rupp, Prof. Katharina Bosse , Prof. Robert Paulmann, Prof. Claudia Rohrmoser)				

Examination number: 1006/1007		Module title: Business Administration and Setting Up a Business		
1	Workload: 180 h	Credit points (CP): 6 CP	Study semesters: 5th/6th sem.	Course frequency: Each semester
	Form of teaching: L	Contact hours: 4 SCH/60 h	Self-study: 120 h	Planned group size: 50–80 students
2	<p>Competencies: After successfully completing the Business Administration module, students will be familiar with the basic terms of business administration and management options. They will have an overview of the tax, legal and social security frameworks. They will have mastered the basics of price calculation, customer acquisition and both self and project management. After completing the Setting Up a Business module, students will understand how to develop their own business concept and how to make use of a wide variety of public and private support options.</p> <p>Module I: Business Administration: Foundations Module II: Setting Up a Business: consolidation of the business administration basics and implementation as part of an independent activity in a creative company as photographer, fashion designer or graphic designer</p>			
3	<p>Content: Business administration is closely related to representing economic reality. Only those with a knowledge of how micro- and macroeconomic principles work can influence the market. The content of this course is therefore about understanding the market and being able to act oneself as a creative entrepreneur. The Setting Up a Business module specifically deals with the special characteristics of the creative industry: the social security fund for artists, tax particularities, funding opportunities, acquisition, costing, processing of orders. Active and regular participation in the lectures (tests, small presentations) as well as continuous following up on the lecture content are good prerequisites for successfully completing the module.</p>			
4	Requirements for participation: none			
5	Forms of examination: term paper, oral. exam, written exam			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	Module coordinator: Maria Reimer			

Examination number: 1005		Module title: Portfolio/website/social media		
1	Workload: 120 h	Credit points (CP): 4 CP	Study semesters: 5th/6th sem.	Duration: 1 semester
	Form of teaching: S/P	Contact hours: 3 SCH/45 h	Self-study: 75 h	Course frequency: Every semester
2	Form of teaching: S/P			
3	Planned group size: 15–20 students			
2	<p>Competencies:</p> <p>The module will provide students with application-oriented knowledge about the conceptual and practical design of their portfolio/website and social media presence. Students will be able to take into account the various requirements for different channels and to implement them adequately.</p>			
3	<p>Content:</p> <p>In this module is used by students to compile and design their portfolio and/or their own website, as well as develop communication strategies via social media. Criteria for selecting, arranging and combining practical design work, in terms of the form and content, are also covered by the module, as are various narrative strategies that contribute to the profiling of the website, portfolio and social media presence. The differing requirements that result from the different occupational fields are discussed and implemented by way of example. Application strategies are also developed in this context. Workshops are offered for the module from just level 2, depending on the field of study.</p>			
4	Requirements for participation: none			
5	Forms of examination: presentation of works, oral examination			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: course coordinators:</p> <p>Prof. Philipp Rupp, Prof. Katharina Bosse , Prof. Robert Paulmann, Prof. Claudia Rohrmoser</p>			

	Examination number: 1004	Module title: Internship or Internationalisation Module		
1	Workload: 900 h	Credit points (CP): 30 CP	Study semesters: 5th or 6th sem.	Course frequency: Each semester
				Duration: 1 semester*
	Form of teaching: S/ST	Contact hours: 2 SCH/30 h	Self-study: 870 h	Planned group size: None
2	<p>Competencies in the internship semester: The knowledge and skills that have been acquired will be applied in professional practice, evaluated and, if necessary, supplemented by requirements that are set during the internship. Technical and interdisciplinary skills will be trained and expanded: conceptual and strategic decisions and implementation, dealing with clients, order processing, invoicing and costing, technical skills. Students will gain initial contact with professional practice, which provides them with orientation for their further studies and for the starts of their careers later on.</p> <p>Competencies in the semester abroad: During the study period abroad, students will learn not only technical knowledge and creative skills, but, above all, intercultural and linguistic skills, and they will start to build up an international network. The internship can also be completed by doing a self-chosen and self-organised practical project abroad for at least three months, e.g., a long-term documentary report, study trip or similar. Students will learn to plan and independently execute their creative work in projects they choose themselves. In deviation from the norm, an internship can be completed in the design faculty, provided there are personal reasons for this on the part of the student, or professional and technical reasons. The latter may lead to the internship being carried out in the department in the Fashion field of study (see supplement on p. 72).</p>			
3	<p>Content: The content of the internship is specific to the field of study and the internship provider. It is important to ensure that the above-mentioned learning objectives are outlined in full as far as possible. Organised by field of study, an event will take place at the beginning and end of the semester in which the goals and course of the internship will be discussed with the responsible lecturers. At the end of the semester, the student completes an internship report of at least 30 pages that describes the content and learning outcomes of the internship, and gives individual presentations as part of an event that is open to the entire university. If completing a study period abroad, courses must be successfully completed at the host university that correspond to the semester and which equate to 30 CP. Independent projects must be described and applied for in advance with an exposé. Self-initiated projects must be described and applied for in advance in an exposé and are completed by a creative work, the exhibition for it and its presentation, and a 30-page report. For further information: see SPOs (Study Examination Regulations).</p>			
4	Requirements for participation: none			
5	Forms of examination: oral and creative examination, documentation			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: BA course director (Prof. Nils Hoff) Course coordinators (Prof. Philipp Rupp, Prof. Katharina Bosse , Prof. Robert Paulmann, Prof. Claudia Rohmoser)</p>			

*Internship, at least 4 months, and, semester abroad, at least 3 months (1 semester) on-site presence

Alternative arrangement for the design module for the **Fashion field of study**:

Module title:

Internship Module

2

Competencies:

In both the regional and national context, students will be able to research conceptual and creative issues with relevant external partners (collections, museums, galleries, libraries, NGOs, editorial offices, laboratories, etc.). Students will be able to research an additional competence area in fashion or deepen existing knowledge.

This research project will enable students to engage with overarching substantive issues relating to fashion as a mirror for social processes: gender and sex, the culturally specific characteristics of clothing, global and local fashion trends, ethics and ecology. The project contributes significantly to how students reflect on fashion, as well as to its location, origin, significance and marketing within cultural history and current fashion discourses.

Students will present their research results in a report of at least 30 pages, which can be accompanied by a 2D/3D representation, or by a collection/outfits.

3

Content:

Depending on the individual focus, the starting point for the design project is selected from the areas of fashion and society: gender and sex, culture-specific characteristics of clothing, global and local fashion trends, ethics and ecology.

As a result of the extensive theoretical and creative research carried out as part of the competency focus, students will independently work out relevant design questions and develop an idea for a theme.

Examination number: 7002	Module title: Bachelor Final Project, Part 1: Work			
1 Workload: 360 h	Credit points (CP): 12 CP	Study semester: 7th semester	Course frequency: Each semester	Duration: 1 semester
Form of teaching: S/P/E	Contact hours: 1 SCH/15 h	Self-study: 345 h	Planned group size: None	
2	<p>Competencies: Graduates will be able to independently work on a practice-oriented task from the subject area within a specified period, both in terms of its technical details and in interdisciplinary contexts. They will be able to research and evaluate information independently, formulate a topic of their own choosing, design it as a project, and develop and implement it in an appropriate format.</p>			
3	<p>Content: In consultation with their examiners, graduates will determine content, techniques, materials and formats of implementation on the basis of their previous study and life experience. They will independently develop questions from the areas of society, culture, history, design, art and application, and will analyse, reflect on and evaluate these based on scientific foundations and creative practice.</p>			
4	Prerequisites for participation: modules level 1–3 have been completed			
5	Forms of examination: presentation of works, oral examination, written term paper			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: course coordinators: Prof. Philipp Rupp, Prof. Katharina Bosse, Prof. Robert Paulmann, Prof. Claudia Rohmoser</p>			

	Examination number: 7000	Module title: Bachelor Final Project, Part 2: Thesis		
1	Workload: 300 h	Credit points (CP): 10 CP	Study semester: 7th semester	Course frequency: Each semester Duration: 1 semester
	Form of teaching: S/P/E	Contact hours: 1 SCH/15 h	Self-study: 285 h	Planned group size: None
2	<p>Competencies:</p> <p>Graduates will be able to find and formulate a topic for them to theoretically and academically explore that clearly relates to their practical creative project. This can be a fundamental substantive engagement with an art-historical, creative or social topic or a detailed analysis and documentation of the practical project, in which the methodology used is explained or the project is placed in a wider context.</p> <p>Graduates will be able to formulate and structure their thoughts and ideas independently and to write them in line with academic standards.</p>			
3	<p>Content:</p> <p>The length of the thesis is usually 15 pages (25,000 characters including spaces). In consultation with their examiners, graduates will determine content, techniques, materials and formats of implementation on the basis of their previous study and life experience. They will independently develop questions from the areas of society, culture, history, design, art and application, and will analyse, reflect on and evaluate these based on scientific foundations and creative practice.</p>			
4	Prerequisites for participation: modules level 1–3 have been completed			
5	Forms of examination: presentation of works, oral examination, written term paper			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: course coordinators:</p> <p>Prof. Philipp Rupp, Prof. Katharina Bosse , Prof. Robert Paulmann, Prof. Claudia Rohrmoser</p>			

	Examination number: 8000	Module title: Bachelor Final Project, Part 3: Oral Examination		
1	Workload: 240 h	Credit points (CP): 8 CP	Study semester: 7th Semester	Course frequency: every semester Duration: 1 semester
	Form of teaching: S/P/E	Contact hours:	Self-study: 240 h	Planned group size: none
2	<p>Competencies: Graduates will present their bachelor's final project at their show of work and defend it in an adequate form, using language that is appropriate to the design project during the oral examination. The creative and practical work will be staged and presented spatially as a work in line with the occasion of the show of work. Graduates will be able to explain their final project and to relate the two parts – the work and the thesis – in a comprehensible manner.</p>			
3	<p>Content: In consultation with their examiners, graduates will determine content, techniques, materials and formats of implementation on the basis of their previous study and life experience. They will independently develop questions from the areas of society, culture, history, design, art and application, and will analyse, reflect on and evaluate these based on scientific foundations and creative practice.</p>			
4	Prerequisites for participation: modules level 1–3 have been completed			
5	Forms of examination: presentation of works, oral examination, written term paper			
6	Requirements for the award of credit points: examination has been passed			
7	Module can be used towards: BA in Design			
8	Importance of the grade for the final grade: single-weighted			
9	<p>Module coordinator: course coordinators: Prof. Philipp Rupp, Prof. Katharina Bosse, Prof. Robert Paulmann, Prof. Claudia Rohrmoser</p>			