

Danish School of Media and Journalism
Visual Communication - all fields of study
Subject description
Spring 2024

4th semester

Creative Maker Space

Duration: 5 ECTS

Purpose:

During this course the student will systematically collect and analyze the knowledge, theory and methodology previously taught during the program.

The student will then assess his/her own professional skills and actively apply them to the solution of a practical problem. The aims are a synthesis of acquired theoretical and practical knowledge and a critical and creative exploration of the student's own skills.

The core course elements are:

- Reflection on professional level
- Design choices based on analysis
- Systematical creative exploration of problem areas

The student will:

- Reflect on learnings from previous courses
- Identify and explore possible personal development areas
- Apply their own professional skills to a specific problem area

Pedagogical and didactical approach:

The learning activities in this course are based on the basic principles of Reflective Practice Learning (RPL; see the curriculum). The course will be a mix of presentations and self-study. There will be exercises and tasks that are solved individually and in groups. The student learns to link actions in practice with theoretical reflection and to incorporate relevant theory and knowledge for the field of study. This is done to justify and qualify their actions and choices.

Methods:

Field and desk research, prototyping, qualitative and quantitative analysis, academic and professional argumentation, guidance with representatives from practice and use of online tutorials.

Learning outcomes:

On completion of the course, the student will:

Knowledge and understanding:

- Own and fellow students' professional skills
- Creative and methodical exploration of the problem field
- Portfolio as a platform for communication of design skills

Skills:

- Further develop their professional level
- Consciously apply acquired knowledge in practice and in new creative contexts
- Communicate own design solutions through portfolio

Competences:

- Work with prototypes on a professional level
- Initiate and lead own creative process

Learning materials:

Materials linked to individual projects and objectives.

Compulsory attendance:

Physical attendance is compulsory on all school days. If, in exceptional cases, there is no compulsory physical attendance for teaching or learning activities, this is indicated with an "FF" (voluntary attendance) in itslearning.

Compulsory participation:

The prerequisites for taking the exam are,

- All compulsory assignments are completed and handed in.
- Full participation in the course as well as in group work and supervision.

Remedial options:

In the case of a legal absence a substitute assignment will be presented to the student.

Substitute assignments: absences from classes and learning activities may be replaced by one or more assignments if the lecturer deems it possible. If the student's absence from teaching and learning activities is deemed excessive in relation to the content and learning objectives of the course, the course must be retaken in the following term.

Examination:

Assessed by 7-point scale and internal grading.

The course ends with an individual assignment in which the students document his/her competences to solve redesign tasks independently. One or more redesigns and a reflective report are handed in.

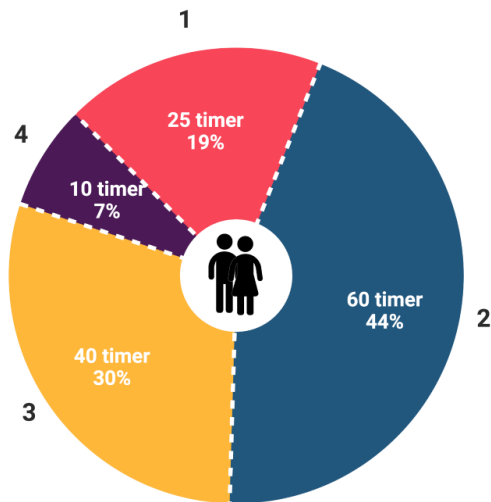
The assessment reflects an overall evaluation of the creative solution and the professional argumentation.

ECTS: 5

Studieaktivitetsmodellen

Creative Maker Space

135 timer i alt
5 ECTS points
3 uger



Kategori 1

Undervisere har hovedansvaret for studieaktiviteterne, og studerende har et medansvar gennem forberedelse og deltagelse. Både studerende og underviser deltager.

Oplæg, check in, gennemgang, demonstrationer i plenum,

Kategori 2

Undervisere har hovedansvaret for rammesætning af læringsaktiviteterne, og studerende har hovedansvar for aktiv deltagelse i de tilrettelagte studieaktiviteter. Kun studerende deltager.

Individuelle opgaver, gruppearbejde

Kategori 3

Studerende har hovedansvaret for studieaktiviteterne, og undervisere har medansvar for at rammerne er til stede. Kun studerende deltager.

Selvstudie og Research, peer feedback

Kategori 4

Studerende har hovedansvaret for læringsaktiviteterne, og undervisere har medansvar for at rammerne er til stede. Både studerende og underviser deltager.

Vejledning

Godkendt KV – 18. december 2023