



## **Expressive Arts, Digital Arts and Media**

Module KS (former ITS-M) – 16 cp (8 US credits)

Workload	Self-Study	Presence Time (residency with faculty)
480 hours	320 hours	160 hours

### **21 days for the following learning events:**

#### **Expressive Arts Oriented Theatre with specialization in Digital Arts and Media**

Seminar/Workshop

#### **Expressive Arts Oriented Visual Arts with specialization in Digital Arts and Media**

Seminar/Workshop

#### **Expressive Arts Oriented Music with specialization in Digital Arts and Media**

Seminar/Workshop

#### **Intermodal Oeuvre Oriented Art Work with specialization in Digital Arts and Media**

Seminar/Workshop

#### **Method Specific Core Studio**

12 sessions

Module KS (former ITS-M/CT-1) counts as K module (focus on Intermodal Arts).

- ▶ It can be taken as continuing education
- ▶ Please consult your advisor about eligibility

#### Self study / requirements:

- Expressive Arts, Digital Arts and Media projects in group settings with both peer and self-evaluations
- Study of Literature on Expressive Arts, Digital Arts and Media
- Preparation and presentation online of a Digital Arts Work
- Participation in Expressive Arts, Digital Arts and Media Studio (180 hours)
- Assigned Reading (140 hours)
- Entrance requirements (E): Admissions procedure, Introduction Seminar and interview with a Core Faculty Member of the Program
- Module exam (KS): Presentation of a Digital Arts and Media Work



## Key qualifications

Experience in handling different Digital Art disciplines. Reflection on the Act Lab processes and transfer to practice. Being exposed to contemporary Digital Art and Media and have an understanding of its history. Create a work of one's own in a discipline of Digital Art and Media, accompanied by a specialist (mentor). Demonstrate artistic perseverance. Training of high sensibility in Intermodal Expressive Arts oriented Methods. Instruction and evaluation of Arts oriented processes of change.

The students are able to:

### **Self-competence**

- sharpen critical thinking in regard to Digital Communication and Media
- increased confidence to draw on personal skills and artistic capacities
- recognize own cultural frames that influence personal Art-making
- strengthen personal capacities to link aesthetic practices
- develop and/or deepen a personal style while being open minded to surprises
- recognize challenges and cope through the artistic process
- reach workable solutions with endurance
- cope and reflect artistic process

### **Professional competence**

- develop proficiency in visual grammar and time-based media
- learn to "frame" events responsibility
- enhance knowledge of computer-based Art
- understand Digital Media in a therapeutic context
- develop skills in electronic journalism
- learn to conduct critical analysis of electronic censorship
- understand liminality, imagination, and alternative worlding in a digital context
- determine the peculiarity and effectiveness of different new Media Art Disciplines and to know how and when to apply them
- create a work of new Media Art until it is conclusive and present it

### **Social competence**

- learn from different cultures
- communicate his/her own culture online
- mobilize and enhance community engagement through Digital Media
- become proficient in online social interaction
- teach others to relate online in an open and sensitive manner
- handle the artistic performance in a social context and cultivate autonomy within cultural and social context



## European Graduate School EGS

Arts, Health & Society Division

- take part in a constructive way in the decision-making processes (individuals and groups)
- cultivate an appropriate style in handling conflicts
- validate the artistic processes and works of Art
- distinguish between group processes and the own person

### **Methodological competence**

- recognize and guide techniques of Low Skill and High Sensitivity
- learn to think poetically and philosophically in the digital mode
- create online virtual communities as spaces for healing
- learn to use digital media as a community-building tool
- develop skills in digital storytelling
- cope with techniques in each field with competence so that the client's individual articulateness can be developed
- understand and use an Intermodal Process
- explore and evaluate the method of Intermodal Decentering and its didactic steps (SERA, MORE, OPER) in small sequences
- shape the artistic dialogue in the correlation of work of Art, Process and Client
- face the work phenomenologically (Aesthetic Analyses)