Expressive Arts, Digital Arts and Media Module ITS-M/CT-1 or Intermodal Expressive Arts Module K

16 ECTS (7 US Credits)

Total Contact Hours: 100
Self-Study Hours: 300
Total Learning Hours of this module: 400

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
  ➢ out 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 (120 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

**Competences: – at the end of the module/unit the learner will have acquired
the responsibility and autonomy to:**

a) sharpen critical thinking in regard to Expressive Arts and Digital Communication
b) increase confidence to draw on personal skills and artistic capacities
c) recognize own cultural frames that influence personal Art-making
d) strengthen personal capacities to link aesthetic practices
e) develop and deepen a personal style while being open minded to surprises

Knowledge – at the end of the module/unit the learner will have been exposed to the following:

    a) how to "frame" events responsibly
    b) computer-based Arts within an Expressive Arts context
    c) liminal space, imagination, and "alternative worlding" in an Expressive and Digital Arts context
    d) how to apply Expressive Arts in challenging situations
    e) Expressive Arts as an Intermodal Decentering method with a low skill population

Skills – at the end of the module/unit the learner will have acquired the following skills:

    a) mobilize and enhance community engagement through Expressive and Digital Arts
    b) master digital storytelling
    c) understand and use an Intermodal Process
    d) explore and evaluate the method of Intermodal De-centering and its didactic steps in small sequences
    e) face the work phenomenologically (Aesthetic Analyses)
    f) create and complete a work of Expressive and Digital Arts and present it

Judgment Skills and Critical Abilities

The learner will be able to:

    a) validate the artistic processes and works of Art
    b) distinguish between group and personal processes
    c) recognize and guide techniques of Low Skill and High Sensitivity
    d) learn to think poetically and philosophically in the Expressive Arts and Digital mode
    e) take part in a constructive way in the decision-making processes with individuals and groups

Module-Specific Learner Skills

The learner will be able to:

- review and evaluate biographical work
- employ self-care
- engage in self- directed study and personal development relevant to the professional and artistic development