

Danish School of Media and Journalism
Visual Communication - all fields of study
Subject description
Spring 2023

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 student learns to link theoretical reflection with actions in practice, as well as to reflect on and apply relevant theory and knowledge. This is done in order to be able to justify and qualify one's actions in professional practice. The learning activities are based on the following fundamental Reflective Practice-based Learning principles:

- No. 1:  The students' own experiences are incorporated into teaching and learning activities
- No. 3:  Teaching and learning activities are organised as exploration
- No. 5:  Lecturers and students work together on learning processes
- No. 6:  Lecturers and students create room for dialogue

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*

Skills:

- *Further develop their professional level*
- *Consciously apply acquired knowledge in practice and in new creative contexts*

Competences:

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

Learning materials:

Materials linked to individual projects and objectives.

Attendance:

The learning system *Itslearning* lists the learning and teaching activities for which physical attendance is compulsory (Marked, MP).

Compulsory attendance:

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.

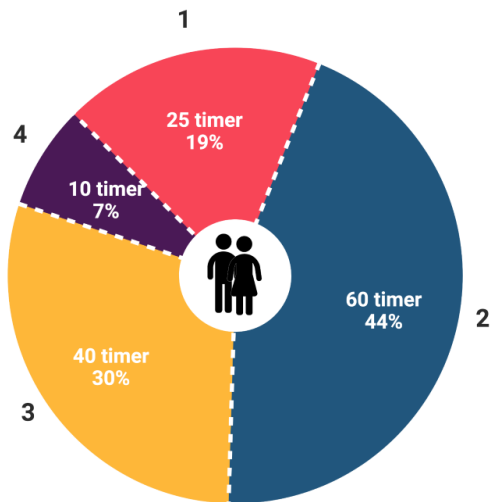
The assessment reflects an overall evaluation of the creative solution and the professional argumentation.

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/NN - januar 2023