

TALLINN UNIVERSITY

Academic unit:

Institute of Informatics

Name of the curriculum in Estonian

INTERAKTIIVNE MEEDIA JA TEADMUSKESKKONNAD

Name of the curriculum in English

INTERACTIVE MEDIA AND KNOWLEDGE ENVIRONMENTS

80405

(curriculum code)

(Date of registration in
Ministry of Education and
Research)

12.12.2005

(approved by University
Senate)

21.11.2005

(approved by faculty)

Level: **Master studies**

General objectives of curriculum:

To provide the students with conditions that support the development of:

- Skills for designing, planning, implementing, distributing and management of digital interactive media and knowledge environments in a range of professions.
- Visionary and critical views concerning emerging issues related to online communities and social knowledge building.
- Competences that allow the students to re-adapt and update their skills to the rapidly evolving field of New Media (NM).
- Career profiles that are related to digital interactive media and knowledge environments.
- Competences that allow doctoral studies and academic research careers.

General learning outcomes of curriculum:

The graduates will :

- Have the identity of a general NM professional with a specialization in interactive media, knowledge environments and in particular, online communities.
- Possess an individually tailored set of skills allowing him/her to take responsible and leading roles in a range of professions in education, governmental and municipal services, citizen communities, industry and entrepreneurship, which relate to developing, planning, implementing, distributing and managing online knowledge environments (graduates of Module 1) and digital interactive media (graduates of Module 2).
- Can work in an international environment of a multinational company or organization.
- Understand the need of further developing their specific skills required by their work and are capable of doing so.
- Have the competences that allow them to take the option of doctoral studies and academic research career even in other European universities.
- Can express oneself orally and literally in an academic and professional manner, using the possibilities of NM.
- Know the regulations and recommendations of NM, such as WWW consortium standards.
- Know the professional ethics of international NM practices, such as cross-national teamwork and 'netiquette', and online game behavior.

Basic principles of curriculum:

- Quick adaptability to changes in society and technology affecting interactive media and knowledge environments.
- Large individual freedom in choice of electives to serve their own orientation.
- Biannual rotation of elective courses which are partially up-dated to reflect the emerging issues and technology.

- Enabling formation of professional identity associated to new media careers by means of a set of compulsory subjects.
- Guarantee maximum freedom to study regardless of place and time, in order to facilitate study-work parallelism and distant studies, taking into account the need for supervised hands-on experiences.
- Consistency with international standards and conventions of the new media field.
- Create conditions for the students to deepen their specific interests in the field of NM.
- Expose students to the emerging issues and possibilities of development and research in the field of NM.
- Instruction in English in order to prepare students for international careers, and open the program for students and teachers from other countries to create an international team that is in contact with and represents the global community.

Curriculum accreditation: Scheduled to take place in spring 2008

Load (credit points): 80 CP

Load (ECTS): 120 ECTS

Standard period of study in years: 2 years

Language of instruction: English

Level of ISCED-97 :

Study field: Technology

Degree: Master of Science in Engineering (Interactive Media and Knowledge Environments)

Documents issued at graduation: master diploma and academic report

Curriculum coordinator / contact: Mauri Kaipainen, PhD, mauri.kaipainen@tlu.ee

Admission requirements: Bachelor degree or corresponding qualification

Special requirements: experience or skills in field of digital media, AO-level computer skills

Entrance examination: web-based questionnaire and essay; and interview based on the former

Description of curriculum structure:

General subjects: 11CP/16 ECTS

Major subjects: 40CP/60 ECTS (Module 1) or 48CP/70 ECTS (Module 2)

Master thesis: 14CP/21 ECTS

Open Electives: 15CP/23 ECTS* or 7CP/11 ECTS**

The students choose between Module 1 and Module 2 for their Major subjects, on the basis of their orientation.

Module 1 emphasizes emerging concepts related to online communities, cognitive and social knowledge building, and collaborative media practices. It is more practically oriented and includes a number of elective courses that assume physical presence. They are concentrated in intensive periods, while the lecture series can be taken from the distance. Courses of Module 2 can be taken as electives.

Module 2 emphasizes interactive multimedia in the context of European practices. Students that have completed the entire module are entitled to achieve the diploma of The European Master's in Interactive Multimedia (EMIM, <http://www.valnet-emim.eu/>), in parallel with the Tallinn University Master of Science diploma. EMIM is a team taught course of post-graduate study endorsed by the European Academy of Digital Media. The course is offered to both part-time and full-time students via distance learning. There are six European institutions of higher learning

contributing to the courses in Module 2. The course descriptions and evaluation criteria are defined by each institution in charge of the courses. The structure of Module 2 has been agreed upon by the member institutions, and it therefore deviates from Tallinn University policies by not offering electives, as well as reducing the number of open electives in the curriculum.

* Students who follow Module 1 for their major subjects may choose 15CP/23 ECTS of open electives to complement their studies.

** Students who follow Module 2 for their major subjects may choose 7CP/11 ECTS of open electives to complement their studies.

For general subjects and free electives students may choose to take courses, with language of instruction other than English.

General subjects 11CP/16ECTS

Objectives:

To provide the students with conditions that support the development of:

- Understanding of the relations between research and the progress of New Media.
- Individual understanding of the identity and position of New Media within other disciplines from the perspectives of science history, philosophy and current discourse.
- Competences that allow doctoral studies and academic research careers.

Subject Code	Subject	CP	ECTS	Assessment
Compulsory subjects 6CP/ 9ECTS				
IFI7007	Research methods	3	4,5	E
IFI7130	Academic writing and hypertext	3	4,5	GA
Electives 5CP/ 7ECTS				
IFI7002	Data analysis	3	4,5	GA
IFI7102	Basic computer and programming skills	2	3	GA
IFI7038	21st century concepts in information and meaning	3	4	GA
HIF7401	Philosophy of science	3	4,5	E
HIK7405	Semiotics	3	4,5	E

Learning outcomes:

The students:

- Know how to access, refer and use research results in their professional practices and epistemologically and ethically defensible manner, and in accordance with different conventions.
- Have a comprehensive image of the discipline as a whole, can position their work with respect to other agencies and shared concepts of the New Media discipline.
- Have the essential competences for research career and doctoral studies.

Major subjects 40CP/ 60ECTS (Module 1) or 48CP/ 72ECTS (Module 2)

Module 1 Knowledge environments 40CP/ 60ECTS

Objectives of Module 1:

- To offer elements of individual specialization and career profile.
- To support developing project-oriented working methods and skills.
- To provide opportunities to develop social aspects of working in individual, team-based and networked environments.

- To offer a context and opportunities of monitoring, reporting and presenting progress in project work, to share results and ideas with peers.
- To allow opportunities to familiarize oneself with common review and evaluation practices.
- To let the students train themselves to utilize the work of peers in acceptable and effective ways.
- To allow hands-on learning experiences.
- To offer a possibility to get practice of common practice, academic standards and conventions, including common review and evaluation practices.

Subject Code	Subject	CP	ECTS	Assessment
Compulsory subjects 24CP/36ECTS				
IFI7101	Introduction and theoretical foundations of new media	3	4	GA
IFI7104	History and visions of interactive media	3	4	E
IFI7103	Interface and interaction design	3	4	GA
IFI7105	Open source management	3	4	GA
IFI7100	Media project management*	4	5	GA
IFI7143 / EMIM04	Project Management*	4	5	GA
*(either subject IFI7100 or IFI7143/EMIM04 is required)				
IFI7010	Media project	4	6	GA
IFI7117	Master seminar I	2	4	P-F
IFI7118	Master seminar II	2	4	P-F
Electives 16CP/24ECTS*				
IFI7112	Game interactions	2	3	GA
IFI7109	Interactive information visualization	2	3	GA
IFI7115	Security and privacy matters	2	3	GA
IFI7111	Generative content creation	2	3	GA
IFI7108	Digital interactive audio	2	3	GA
IFI7113	Interactive television	2	3	GA
IFI7114	Experimental input and output	2	3	GA
IFI7110	Mobile interactions	2	3	GA
IFI7116	Locative technologies	2	3	GA
IFI7106	Ecology of Narratives	2	3	GA
* subjects of Module 2 can also be taken as electives				

Learning outcomes:

- Individual orientations that allow starting new professional careers, or deepening and refreshing existing careers.
- Competences that allow work in a range of typically cross-national, project and team-based technologically mediated working environments of the New Media field.
- Competences of self-expression orally, textually, as supported by a range of technology
- Shared language and concepts with a broad range of IT and media professionals, allowing negotiating, specifying and delegating work that is outside own skills.
- Practical skills in selected areas.
- Can work in different working cultures and environments of the IT and media sector.
- Pursue individual projects, as expected in a range of target professions.

Module 2 Interactive media 48CP/ 72ECTS

Objectives:

- To provide students with a comprehensive understanding of interactive media in relation to

advanced theory and practical skills enhanced with a European perspective through a shared European educational experience.

- To facilitate an understanding of interactive media practice in relation to traditional media practice and new technology.
- To facilitate independence of study and innovation in content and interaction design;
- To facilitate skills in planning and completing substantive pieces of written documents and production;
- To encourage the integration of creative ideas and insights into established knowledge and interactive media practice with an emphasis on a European perspective.
- To facilitate the development of advanced skills in research through engagement with current debates and practice relating to European interactive media trends.
- To provide a critical insight into the changing nature of interactive media and digital media environments as they impact European culture.
- To encourage the development of advanced analytical skills in relation to complex published material about the European interactive media product and community.
- To develop advanced transferable skills from an undergraduate base in a variety of media environments to postgraduate knowledge in interactive multimedia with an emphasis on European society and culture.
 - To provide modules and teaching methods relevant to the European interactive media industry to enhance employability skills.
- To gain a critical understanding and an ability to make sound judgments with regard to complex ethical and accessibility issues in European interactive media.
- To offer a possibility to get practice of common practice, academic standards and conventions, including common review and evaluation practices.

Subject Code	Subject	CP	ECTS	Assessment
	Compulsory subjects 48CP/72ECTS			
IFI7141 / EMIM01	Digital Culture	3	5	GA
IFI7142 / EMIM02	Visual Communication	4	5	GA
IFI7140 / EMIM03	E-Learning	4	5	GA
IFI7143 / EMIM04	Project Management	4	5	E
IFI7144 / EMIM05	New Interactive Environments	3	5	GA
IFI7145 / EMIM06	Ethics and Law in New Media	4	5	GA
IFI7146 / EMIM07	Research Methods for Visual Media	3	5	GA
IFI7147 / EMIM08	E-Government	3	5	GA
IFI7148 / EMIM09	Accessibility, Usability, and User Centered Design	3	5	GA
IFI7149 / EMIM10	Creativity and Innovation	3	5	GA
IFI7150 / EMIM11	Entrepreneurship and E-Commerce	3	5	GA
INT7048/EMIM12	Information Management	3	5	GA
IFI7010	Media project	4	6	GA
IFI7117	Master seminar I	2	4	P-F
IFI7118	Master seminar II	2	4	P-F

Learning outcomes:

The student will be able to:

- Apply advanced interactive media skills in a variety of interactive media environments.
- Critically appraise different methods of research and demonstrate the ability to select appropriate strategies of data collection, analysis and evaluation.
- Engage in critical reflection and analysis of the social and economic impacts of new

interactive environments in Europe in order to challenge the industry as a whole and the individual's working practice.

- Demonstrate the capability to develop interactive media practice with an expanding range of autonomous practical skills, including presentation and communication skills to professional standard, underpinned by a systematic understanding of specialist knowledge and enquiry.
- Have a critical understanding of current European Union initiatives in a variety of areas where interactive media is seen as a solution to a societal challenge.
- Demonstrate the ability to work with others in a 'client' role in the mapping of timescales for the creation of major pieces of interactive media projects.
- The ability to conduct an independent study of research and investigation by completing a major piece of interactive media work.
- The ability to select appropriate strategies for the communication of complex and abstract ideas to colleagues and to the wider media industry.
- Can work in different working cultures and environments of the IT and media sector.
- Pursue individual projects, as expected in a range of target professions.

Open electives 15CP/ 23ECTS (with Module 1 as major subjects) or 7CP/ 11ECTS (with Module 2 as major subjects).

Objectives:

Objective of open electives is to create opportunities for students for individual development and realization of student's intellectual interest. Open electives can also be used to raise level of language and computer skills.

It is recommended that the students choose courses that give complementary views to the broad field of communication, for example, cinema, media art, communication and urban studies.

Learning outcomes: Unconstrained knowledge and skills to students own orientation.

Master Thesis 14CP/ 21ECTS

Objectives:

- To offer an individually focused task that supports own specialization.
- To offer an exercise to shape one's communication skills, written and oral expression, and to exploit new technologies in this exercise.

Subject Code	Subject	CP	ECTS	Assessment
IFI7119	Compulsory subjects 14CP/ 21ECTS Master thesis	14	20	GA

Learning outcomes:

The student can

- Express oneself, in oral, written and technology-mediated ways in the ways required by enterprises, organizations, or the academic community.
- Can operate within the constraints of common review and evaluation practices.