Course description

MIA 7007

Research methods

3CP/ 4,5ECTS

Approximate load of contact hours: 24 Study semester: S

Objectives:

To create opportunities for acquiring theoretical knowledge about various research approaches and to support developing ones ability to apply as well as to evaluate the effectiveness of the use of different research methods.

Course outline:
(including description of independent work)

Classification and main features of research approaches and methods. Overview of research designs for empirical and design research: experiment, survey, ethnographic research, grounded theory, narrative research, case study, action research, evaluation research. The choice of methods depending on research purposes and questions.

Course consists of seminars where students are expected to be actively involved. In addition every student must submit home assignment, which consists of three parts and covers all methodological aspects of the research project.

Learning outcomes:

- Recognises and can comparatively differentiate between different types of research designs
- Knows what are the main quality criteria for academic research and can evaluate the quality of a given study according to these criteria
- Can set up research questions and choose the appropriate methodology according to the set questions
- Can design simple instruments for data collection
- Can structure the study while writing up and format the thesis according to the requirements

Assessment: Exam

Teacher responsible for the course: Associate Prof Katrin Niglas

Name of course in Estonian: Uurimismeetodid

Prerequisite subject(s):: -

Compulsory literature: Compulsory literature will be announced during the course and will be available in the learning environment IVA

Replacement literature:
(enabling students to pass the course on the basis of

Creswell, J. W. (2002) Educational research: planning, conducting, and evaluating quantitative and qualitative research. London: Merrill, Prentice Hall.

student independent work without participating in lectures)	Järvinen, P. (2001) On Research Methods. Opinpajan Kirja: Tampere, Finland. ISBN 951-97113-9-2

Course description

Subject code: MII7130

Academic writing and hypertext

Load 5 ECTS	Approximate load of contact hours: 36 Study semester: F
Objectives:	Knowledge of academic conventions and requirements. Skills to produce publishable academic text, such as proposals, reports, articles and conference papers, in particular electronic and web-based forms. Skills of presenting ideas and results.
Course outline:	The course introduces most common types and conventions of academic text, supervises to structure such text with software tools, and to collaborate in writing over the network. Special attention is paid to referencing, indexing and linking techniques in the hypertext manner.
Learning outcomes:	The student has the skills to present their work, in particular, their study projects and master thesis, according to best academic practice, interpreted and formulated as hypertext, using contemporary individual and collaborative tools. The student can present her work and results in a structured and convincing manner, using a range of presentation tools.
Assessment:	GA
Teacher responsible for the course:	Mauri Kaipainen
Name of course in Estonian:	Teadustekstide kirjutamine
Prerequisite subject(s):	
Compulsory literature:	
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	

Course description

Subject code: MII7102

Basic computer and programming skills

Load 3 ECTS	Approximate load of contact hours: 30 Study semester: F
Objectives:	To bring particular computer and programming skills to the level required by the studies
Course outline:	The course is an update to particular software skills, hardware and network know-how for students outside of computer science. Includes the practical design and set up of web pages and

	introduction to programming algorithms.
Learning outcomes:	The student is equipped with skills that allow her to continue studies in subjects that will need basic computer and programming skills.
Assessment:	GA
Teacher responsible for the course:	Jaagup Kippar
Name of course in Estonian:	Arvuti kasutamise ja programmeerimise tasanduskursus
Prerequisite subject(s)::	
Compulsory literature:	
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	JavaScript examples http://www.w3schools.com/js/js_examples.asp W3C HTML http://www.w3.org/html/ Danny Goodman. Dynamic HTML, 1998

Course description

MIA 7002

DATA ANALYSIS

Load 3AP/ 4,5ECTS	Approximate load of contact hours: 40 for fulltime study programs / 24 cyclical study programs	Study semester: F and S

Objectives:

To create opportunities for acquiring theoretical knowledge and practical skills for processing statistical data and caring out elementary data analysis with the aid of SPSS software. The course is also set up to support developing ones ability to chose appropriate methods for analysis and presentation, as well as to understand and interpret correctly the meaning of statistical results.

Course outline:
(including description of independent work)

Statistical data and preparation for analysis. Different types of data. Descriptive statistics: frequency and summary tables, statistics and charts. Relationships: measures of association and cross-tables. Population and sample. Statistical inferences: confidence intervals, tests of statistical significance: t test, chi-square test, ANOVA. Parametric and nonparametric tests.

Course consists of seminar type lectures and practical classes where students are expected to be actively involved. In addition every student must submit home assignment, where (s)he demonstrates the command of all statistical data analysis techniques presented in the course.

Learning outcomes:	• Can create data-table with an appropriate structure • Has got experience in setting up questions about data which lead to statistical analysis • Understands statistical concepts introduced during the course, knows the prerequisites for their correct application and can interpret the results of the analysis correctly • Can recognise different types of variables and choose appropriate statistical techniques accordingly • Can use the SPSS software with the aid of the manual for simple data processing and analysis
Assessment:	Graded assessment
Teacher responsible for the course:	Associate Prof Katrin Niglas
Name of course in Estonian:	Andmeanalüüs
Prerequisite subject(s)::	Computer skills according to the program set for MIA6001
Compulsory literature:	Niglas, K. Statistika loengumaterjale. http://www.tpu.ee/~katrin/ Niglas, K. (2005). Andmeanalüüs statistikapaketi SPSS 11.00 abil. Põhikursus. Tallinn: TPÜ Kirjastus or Niglas, K. Satatistiline andmetöötlus MS Excelis http://www.tpu.ee/~katrin/
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Tooding, L.-M. (1999). Andmeanalüüs sotsiaalteadustes. Tartu. Parring, A.-M., Vähi, M., Käärik, E. (1997). Statistilise andmetöötluse algõpetus. Tartu. Hiob, K. (1995). Matemaatiline statistika. Algkursus koolidele. Tallinn.

Course description

MII7046

21st century concepts in information and meaning

Approximate load of contact hours: 30 Study semester: S

3CP/4ECTS

Objectives:

To increase awareness of latest ideas in cosmology, evolution, neurophysiology, genetics, physics, culture, and communication.

Course outline: The course concentrates on the new knowledge in the areas of

(including description of independent work)	human perception, communication of ideas, etc. The moto for the course could be borrowed from Richard Feynman, who says that it is no longer useful to know only the specifics of one's own speciality but rather how it fits into what everyone else is doing. 1.Where we came from 2.Where we are in the cosmos 3.Who we are: Neurophysiology to consciousness 4.Why we do it: Semiotics to Sex to Entropy 5. What we know: Quantum Age to Multidimensions 6.Where are we going: Genetic engineering to Ethics 7. How we see it: Electric Meme to Culture to Communication of meaning
Learning outcomes:	Student has overview of the latest developments in various sciences as listed above. Student can read and demonstrate an understanding of a typical college level text in English Student has obtained an overview of waht constitutes 21st Century culture
Assessment:	GA
Teacher responsible for the course:	Jaan Teng
Name of course in Estonian:	21.sajandi käsitlusi informatsioonist ja tähendusest
Prerequisite subject(s)::	
Compulsory literature:	One book from selected list
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Damasio, Antonio – *'The Feeling of What Happens'* HARCOURT. N.Y. 1999 Dawkins, Richard – *'The Selfish Gene'*. Oxford Univ. Press. 1998 Edelman, Gerald - *'Wider than the Sky'*. Yale Univ. Press. 2004 Edelman, Gerald - *'A Universe of Consciousness'*. Basic 2004 Gould, Stephen Jay. – '*The Structure of Evolutionary Theory'*. Harvard Univ. Press. 2002 Green, Brian. – '*The Elegant Universe, Superstrings, Hidden Dimensions and the Quest for the Theory of Everything.'* Knopf. N.Y. 2004 Pinker, Steven. - '*The Blank Slate'* Viking Penguin. N.Y. 2002 Randall, Lisa. - *'Warped Passages* – Unraveling the Mysteries of the Universes Hidden Dimensions'Harper Collins Publ. N.Y. 2005 Seligman, Martin. - '*Authentic Happiness'* Free Press. Toronto,

Canada. 2002
Sykes, Brian. - '*The seven Daughters of Eve'* Norton & Co. N.Y. 2001
Thorne, Kip - *'Black Holes, and Time Warps.'* Norton & Co. N.Y. 1994
Veltman, Martino - *'Facts and Mysteries in Elementary Particle Physics'* World Scientific Publ. 2003

Subject code: MII7100

Media project management

Load 6 ECTS

Approximate load of contact hours: 38 Study semester: S

Objectives: To allow the student a possibility to acquire knowledge in general project management and in (digital) media project management as well as skills in media project management. .

Course outline: Introduction to the course. The basic concepts, process models and structures of projects and project management (including project management body of knowledge *PMBOK*, project management maturity model *PMMM*, organizational project management maturity model *OPM3*, project manager's competency development framework, *PRINCE 2*). Basic principles and methods for initiation, planning and execution of projects.
Basic principles, models and methods of software project management (cascade model, *XP, RUP, CMM-SW, CMMI-SW, SPICE, NASA SPI, COCOMO II* etc).
Seminars in media companies to discuss cases of media projects.
Each student prepares a project plan, an analytical report of a topic in media project management as well as two reviews (of a project plan of a fellow student and of company visits).

Learning outcomes:
- knowledge about the basic structures, models and principles of project management;
- skills for development of a project plan;
- ability to assess the project plans.

Assessment: GA

Teacher responsible for the course: Prof. Peeter Normak

Name of course in Estonian: Meediaprojekti juhtimine

Prerequisite subject(s): None

Compulsory literature: Peeter Normak, Project Management. Lecture Notes, Department of Informatics of Tallinn University, 2007.

Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)
1. A Guide to the Project Management Body of Knowledge (PMBOK Guide): 2000 Edition. Project Management Institute, 2001; ISBN 1880410222.
2. Bauer, David G., The "how to" grants manual: successful grantseeking techniques for obtaining public and private grants, 1993; ISBN 0-89774-801-8.

3. Project Management Institute. Project Manager Competency Development (PMCD) Framework, 2002. ISBN 1-880410-93-1.
4. Managing Successful Projects with PRINCE2; 2005 edition. Office of Government Commerce. TSO, London. ISBN 0113309465.
5. Kerzner, Harold, Strategic planning for project management using a project management maturity model, John Wiley&Sons Inc., 2001; ISBN 0-471-40039-4.
6. Randolph, W.Alan and Posner, Barry Z, Effective project planning and management, Prentice Hall, Englewood Cliffs, New Jersey 07632, 1988, 163P; ISBN 0-13-244815-7
7. Royce, Walker, Software project management: a unified framework, Addison-Wesley, 1998; ISBN 0-201-30958-0.
8. Schwalbe, K. (2001). Information Technology Project Management, Second Edition. ISBN 0-619-03528-5.
9. Boehm, Barry, et al, Software cost estimation with Cocomo II, Prentice-Hall,2000; ISBN 0-13-026692-2.

Course description

Subject code:
MII7133

Introduction and and theoretical foundations to new media

Load 4 ECTS — Approximate load of contact hours: 30 — Study semester: F

Objectives:	To familiarize the students with the mainstreams of new media related meta level thought. To help the student identify the field of new media from more than one perspective. She/he can also acknowledge the spectrum of application areas of new media and situate her/his studies within the domain, and choose own orientations for further studies.
Course outline:	An introduction to the field of digital interactive media, or "new media". The course defines the field of new media from a range of perspectives, such as media, technology, art and cognition, with the aim of preparing to more specialized elective courses. Application areas of digital interactive media are treated, including learning environments, e-participation, knowledge-sharing services and virtual communities. The curriculum is situated into this landscape.
Learning outcomes:	An individual understanding of interactive media, the field, and the knowledge of the main analytical tools, models and theories supporting it, supporting making individual choices within the curriculum. A foundation to professional identity of interactive media.
Assessment:	GA
Teacher responsible for the course:	Mauri Kaipainen
Name of course in Estonian:	Sissejuhatus uusmeediasse ja selle teoreetilised põhialused
Prerequisite subject(s):	

Compulsory literature:	Lister, M. (Ed.) (2003). New Media: A Critical Introduction. Routledge. Jones, S. (Ed.) (2005). Encyclopedia of New Media: An Essential Reference to Communication and Technology. Sage Publications. Feldman, T. (1996). An Introduction to Digital Media. Routledge
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	To be discussed with the teacher

Course description

Subject code: MII7104	History and Visions of Interactive Media
Load 4 ECTS	Approximate load of contact hours: 28 Study semester: S I
Objectives:	To provide historically critical depth to the concepts of "new" media, and more broadly, that of "media", and to show the interaction of media and technology throughout the history, resulting in "new media" of today, and to show the "human face of technology" which is often overlooked by technical historians.
Course outline:	The course relates the new interactive media with "old media" and binds it with the history of information and communications technology. In the light of examples from history, or "media archeology", it is shown that there are aspects of the human-technology relationship that are not completely new, but rather keep reappearing along the human history. Alternative concepts of time and story-telling are discussed. Historical threads of mediated human activity are followed and related to technology. The students are given a list of literature and web articles each time and are expected to reflect them in the form of blog posts of wiki contributions.
Learning outcomes:	Individual perspectives to the multiplicity of histories of interactive media, proved in the form of two structured essays.
Assessment:	GA
Teacher responsible for the course:	Mauri Kaipainen
Name of course in Estonian:	
Prerequisite subject(s):	
Compulsory literature:	1) Two main chapters of the following: Manovich, L. (2000). The Language of New Media. London: The MIT Press. Freiberger, P., Swaine, M. (2000) Fire In The Valley – The Making Of The Personal Computer. 2nd Edition. McGraw-Hill Levy, S. (2001) Hackers: Heroes of the Computer Revolution.

	Penguin Moschovitis, C.J.P. (1999) History of the Internet: A Chronology, 1843 to Present. ABC Clio Ltd Torvalds, L., Diamond, (2001) D. Just For Fun: The Story of an Accidental Revolutionary. HarperCollins Moody, G. (2001) Rebel Code: Linux and the Open Source Revolution, Perseus Books Carlton, J.(1998) Apple : The Inside Story of Intrigue, Egomania, and Business Blunders. Collins 1998.Gaters, B., Myhrvold, N., Linearson, P. (1996) The Road Ahead. Penguin 2) Ten web articles related to the course topics, individually searhed from the web under the supervision of the teacher.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	To be discussed with the teacher

Course description

MII7134	**Interface and interaction design**	
4,0 ECTS	Approximate load of contact hours: 32	Study semester: F
Objectives:	To introduce the students with the design process of digital interactive media. To provide modeling methods and tools for requirements analysis, conceptual design, prototyping and evaluation. To give basic knowledge of usability, accessibility, navigation, page layout, typography, colors for web-based user interfaces.	
Course outline: (including description of independent work)	Documenting and managing the design process. Requirements analysis. Scenarios and personas. Planning and conducting focus groups. Conceptual design. User stories. Information architecture. Mockups and prototypes. Practical CSS for specifying typography, colors and layout for web-based user interfaces. Usability and accessibility. Evaluation methods. The course is consists of two parts. In the first part of the course students are expected to read selected chapters from the compulsory literature and to participated in the blogging seminar. The second part of the course is a workshop where students work in teams to design an interactive web-based application.	
Learning outcomes:	• Basic knowledge of managing the design process of digital interactive media. • Basic knowledge of writing personas, scenarios and user stories. • Basic knowledge of creating information architecture diagrams. • Basic knowledge of composing and testing prototypes.	

	• Ability to use XHTML and CSS for specifying typography, colors and layout for simple web-based user interfaces. • Basic knowledge of validating the accessibility of web-based user interface. • Basic knowledge of evaluation methods for web-based applications.
Assessment:	Graded assessment
Teacher responsible for the course:	Hans Põldoja
Name of course in Estonian:	Kasutajaliidese ja interaktsiooni disain
Prerequisite subject(s)::	
Compulsory literature:	Brinck, T., Gergle, D., Wood, S.D. (2002). Usability for the Web: Designing Web Sites That Work. San Francisco, CA: Morgan Kaufmann Publishers.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Brinck, T., Gergle, D., Wood, S.D. (2002). Usability for the Web: Designing Web Sites That Work. San Francisco, CA: Morgan Kaufmann Publishers.

Course description

Subject code:
MII7010

Media project

Load 6 ECTS — Approximate load of contact hours: 8 — Study semester: F II

Objectives:	To allow the student a possibility to practice professional skills of her own choice individually or in teams, involved in a project comparable in scope with those typical to the field. It is suggested that the project is an extension of one of the course projects, and that forms the practical component of the student's master project.
Course outline:	The media project involves the student in a project organized by the program, another institution, organization or a company. It can also be coordinated by the student herself.
Learning outcomes:	Individual orientation, professional skills, experience and data for the master thesis.
Assessment:	GA
Teacher responsible for the course:	Mauri Kaipainen, and/or individual choice, by default master thesis supervisor
Name of course in Estonian:	Meedia projekt
Prerequisite subject(s):	
Compulsory literature:	None
Replacement literature: (enabling students to pass the course on the basis of student independent work	None

without participating in lectures)

Course description

Subject code: MII7135

Master seminar I

Load 4 ECTS

Approximate load of contact hours: 24 Study semester: F

Objectives:	To support the students both individually and as a group in developing their own orientations, in choosing their interests and topics, methods and approaches, and eventually guiding them towards their own MA theses.
Course outline:	The seminar is intended to facilitate individual orientations choices within the curriculum, and to prepare for the MA thesis project from the very beginning of the program. This is done both in terms of individual tutoring and group works. Ongoing media projects (MII???) are presented among the seminar participants, and related to broader, societal, theoretical and methodical issues, with the purpose of framing master works.
Learning outcomes:	Master work outline
Assessment:	P-F
Teacher responsible for the course:	Mauri Kaipainen
Name of course in Estonian:	Magistritöö seminar I
Prerequisite subject(s):	At least one topic-specific intensive course
Compulsory literature:	Topic-specific literature discussed with the teacher
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	

Course description

Subject code: MII7126

Master seminar II

Load 4 ECTS

Approximate load of contact hours: 20 Study semester: S

Objectives:	Supporting the students with their master theses.
Course outline:	Individual and team support for thesis assignments and writing, including reporting the media project, and the composition and argumentation of the work as a whole.
Learning outcomes:	Intellectual framing for the master thesis
Assessment:	Pass/fail
Teacher responsible for the course:	Mauri Kaipainen
Name of course in Estonian:	Magistritöö seminar
Prerequisite subject(s):	Master seminar I
Compulsory literature:	Topic-specific literature discussed with the teacher
Replacement literature:	

(enabling students to pass the course on the basis of student independent work without participating in lectures)

MII7136

Open source management

Load 2 CP/ 3 ECTS

Approximate load of contact hours: 24 Study semester: A

Objectives:

To allow students to obtain adequate insight into the FLOSS (free, libre and open-source software) world as well as provide a source for experience in practical open-source development.

Course outline:
(including description of independent work)

1. FLOSS definition, differences from proprietary models. Free Software vs Open Source vs Freeware. FSF vs OSI
2. FLOSS development: environments, tools and methods.
   - Independent work: community project
3. Legal framework of FLOSS
   - Independent work: case studies
4. FLOSS as business: different models
   - Independent work: case studies
5. Community building and management
6. Free Culture: the wider social impact of FLOSS
   - Independent work: case studies

(some lectures are reserved for visiting lecturers and current issues)

Independent tasks include reading, analysis of FLOSS cases and participating in the development community.

Learning outcomes: Deeper understanding of methods and practices of FLOSS.

Assessment: written paper, community project, case studies, smaller tasks

Teacher responsible for the course: Kaido Kikkas

Name of course in Estonian: Avatud lähtekoodil põhinev arendusmudel

Prerequisite subject(s):	None
Compulsory literature:	Himanen, P. (2002) The Hacker Ethic. Random House Fink, M. (2003). The Business and Economics of Linux and Open Source. Prentice Hall, New Jersey. ISBN 0-13-047677-3. Raymond, E.S. (2000). The Cathedral & the Bazaar: Musings on Linux and Open Source by an Accidental Revolutionary. O'Reilly.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Freiberger, P., Swaine, M. (2000) Fire in the Valley: The Making of the Personal Computer. Second edition, McGraw-Hill Lessig, L. (2004). Free Culture: How Big Media Uses Technology and the Law to Lock Down Culture and Control Creativity. The Penguin Press. Lessig, L. (2000). Code and Other Laws of Cyberspace. Basic Books 2000. ISBN 0465039138 Levy, S. (2001). Hackers: Heroes of the Computer Revolution. Updated edition. Penguin Press Moody, G. (2001) Rebel Code: Inside Linux and the Open Source Revolution. Perseus Publishing, Cambridge MA Routledge Stallman, R. (2002). Free Software, Free Society. Ed. Joshua Gay. GNU Press Torvalds, L., Diamond, D. (2001) Just for Fun: The Story of an Accidental Revolutionary. First Edition, Harper-Collins Wynants, M., Cornelis, J., eds (2005) How Open is the Future? Economic, Social and Cultural Scenarios inspired by Free & Open-Source Software. CrossTalks, VUB Brussels University Press 2005. Plus, lecture texts along with the referenced web links

Course description

MII7137

Intellectual property in the age of new media

Load 2 CP/ 3 ECTS — Approximate load of contact hours: 20 — Study semester: A

Objectives:	To allow students to obtain adequate insight into today's IPR issues, covering both traditional approaches (copyright, licenses, patents) and new community-based developments (FLOSS, Creative Commons, content communities)
Course outline: (including description of independent work)	1. Intro: the author vs the information society *Independent work: Read Free Culture by Lawrence Lessig and write a blog review* 2. The history and development of copyright

	3. The proprietary world: the WIPO approach to intellectual property 4. More WIPO: Contracts and licenses 5. The hacker approach: the development of free licenses *Independent work: Study the legal cases involving the GNU GPL and blog the findings* 6. The Millennium Bug in the WIPO model 7. One Microsoft Way: the world of proprietary software 8. The digital enforcement: DRM and others 9. The uneasy alliance: Free Software vs Open Source *Independent work: Read a) GNU Manifesto and other related documents, b) Debian Free Software Guidelines, c) Open Source Definition. Formulate your own position and blog it* 10. The content models: Creative Commons 12. Hybrid approaches 13. What about the future? (some lectures are reserved for visiting lecturers and current issues) Independent tasks include reading, analysis of various materials and IPR-related problems.
Learning outcomes:	Deeper understanding of methods and practices of IPR, orientation of a wide variety of licenses (from free to proprietary)
Assessment:	written paper along with oral presentation in class, smaller tasks (mostly blog-based writings)
Teacher responsible for the course:	Kaido Kikkas
Name of course in Estonian:	Intellektuaalomand uue meedia ajastul
Prerequisite subject(s):	None
Compulsory literature:	Lessig, L. (2004). Free Culture: How Big Media Uses Technology and the Law to Lock Down Culture and Control Creativity. Penguin

Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Jacob, R., Alexander, D., Lane, L. (2004) A Guidebook to Intellectual Property. Patents, Trade Marks, Copyright and Designs. Sweet & Maxwell. Lessig, L. (2000). Code and Other Laws of Cyberspace. Basic Books 2000. ISBN 0465039138 Stallman, R.M. (2004).Free Software, Free Society: Selected Essays of Richard M. Stallman. Free Software Foundation Martin, B. (1998) Information Liberation. Freedom Press Himanen, P. (2002) The Hacker Ethic. Random House Wynants, M., Cornelis, J., eds (2005) How Open is the Future? Economic, Social and Cultural Scenarios inspired by Free & Open-Source Software. CrossTalks, VUB Brussels University Press 2005. Plus, lecture texts along with the referenced web links

Course description

Subject code MII7112	SUBJECT **Game interactions**
Load 3 ECTS	Approximate load of contact hours: 20 Study semester: F
Objectives:	The students achieve an overall undersanding of game research and theory, design and implementation.
Course outline:	The course is divided into 1) Introduction to the history, ludology, game design and programming platforms and conventions, and 2) independent work in teams, which may involve constrained design or implementation assignments, facilitated by a given toolset.
Learning outcomes:	A basic understanding of the game field, serving as an introduction for extended game studies, or as a background allowing communication with experts of the game field.
Assessment:	GA
Teacher responsible for the course:	Ulf Hagen , Jaagup Kippar
Name of course in Estonian:	Mängud
Prerequisite subject(s)::	-
Compulsory literature:	Wolf, J.P.; Perron, B. (Eds.) (2003). The Video Game Theory Reader. Routledge.

Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Wolf, J.P.; Perron, B. (Eds.) (2003). The Video Game Theory Reader. Routledge Huizinga, J. (1950). Homo Ludens: A Study of the Play Element in Culture. New York: Roy Publishers.

Course description

Interactive information visualization

Subject code:
MII7122

Load 3 ECTS	Approximate load of contact hours: 20 Study semester: S
Objectives:	An overview of methods of information visualization in the service of data-mining and community interaction.
Course outline:	Introductory lectures, implementation exercises and assignment application
Learning outcomes:	The students possess sufficient knowledge of information visualization for applying these approaches in coneptualization and design.
Assessment:	GA
Teacher responsible for the course:	Mauri Kaipainen, Jaagup Kippar
Name of course in Estonian:	Interaktiivne informatsiooni esitlus
Prerequisite subject(s)::	
Compulsory literature:	One of the following: Chen, Chaomei (2004). Information Visualization: Beyond the Horizon. Springer Bederson, B.B.; Shneiderman, B. (2003). The Craft of Information Visualization. Morgan Kaufmann Fayyad, U.; Grinstein, G.S.; Wierse, A. (2001). Information Visualization in Data Mining and Knowledge Discovery. Morgan Kaufmann, or
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	To be negotiated with the teacher

Political and social issues of digital interactive media

MII7138

Load 2 CP/ 3.0 ECTS	Approximate load of contact hours: 20 Study semester: S
Objectives:	• To increase the level of concern related to the uneven

distribution of technology, networks and education, and the consequent problems with respect to gender, age, democracy and economy.
- To encourage awareness of political processes boosted by new media technologies (direct participation), empowering feature of new media technologies for minority groups (e.g people with disabilities), as well as consideration of the influence of media in the new media context.
- To guide the students toward new media solutions that avoid digital divides in terms of considerate design, and by taking into account the constraints of various special groups.

Course outline: (including description of independent work)	1. Towards the information society 2. The networked world 3. Censors vs Cyberspace 4. The Big Brother on Menwith Hill (privacy and eavesdropping) 5. The Digital Divide 6. The Ubiquitous Computing and network society 7. The Hacker Ethic in a Networked World 8. The Empowerment: Different People, Digital World 9. From Hacktivism to Cyberwar 10. E-Democracy, e-Elections and e-Government (social movements, participatory democracy and the Net) 11. Global networks in global politics 12. Social software, social engineering (social aspects of online manipulation) (some lectures are reserved for visiting lecturers and current issues) Independent tasks include reading, analysis of various materials
Learning outcomes:	Realising the global dimension of new media as well as the social consequences of technological processes
Assessment:	written paper along with oral presentation in class, smaller tasks (mostly blog-based writings)
Teacher responsible for the course:	Kaido Kikkas
Name of course in Estonian:	Interaktiivse digitaalse meedia poliitilised ja sotsiaalsed

küsimused

Prerequisite subject(s): None

Compulsory literature: None

Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)

Barnes, Peter (2006). Capitalism 3.0: A Guide to Reclaiming the Commons. San Francisco: Berrett-Koehler Publishers
Benkler, Yochai (2006). The Wealth of Networks: How Social Production Transforms Markets and Freedom. New Haven and London: Yale University Press
Himanen, Pekka (2002). Hacker Ethic. New York: Penguin Books
Levy, Steven (2001). Hackers: Heroes of the Computer Revolution. Updated edition. New York: Penguin Press
Lessig, Lawrence (2004). Free Culture: How Big Media Uses Technology and the Law to Lock Down Culture and Control Creativity. New York: Penguin Press
Martin, Brian (1998). Information Liberation: Challenging the Corruptions of Information Power. London: Freedom Press
Theobald, Robert (1998). Reworking Success: New Communities at the Millennium. Fourth Printing. Gabriola Island: New Society Publishers
Wynants, M., Cornelis, J., eds (2005) „How Open is the Future? Economic, Social and Cultural Scenarios inspired by Free & Open-Source Software“, CrossTalks, VUB Brussels University Press

Plus, lecture texts along with the referenced web links

MII7139

Security and privacy matters

Load 2 CP/ 3.0 ECTS Approximate load of contact hours: 20 Study semester: S

Objectives: To help students realize the importance of privacy issues as well as online security - as lax security has negative impact on many others on the Net. The course also provides practical skills for securing one's computer.

Course outline: (including description of independent work)

1. (information) security in the changing world
2. The Windows wilderness: a look at malware
3. Rid the fools of their money: the online world of crime and fraud
4. MS Windows installation lab
5. The Security Policy lab
6. Without wires – wireless security basics
7. The Tallinn Wardrive (outdoor lab)
8. Linux/Unix installation lab
9. Privacy and censorship on the Net

(some lectures are reserved for visiting lecturers and current

	issues) Independent tasks include reading and practical security-oriented monitoring and problem-solving.
Learning outcomes:	Deeper understanding of methods and practices of IPR, orientation of a wide variety of licenses (from free to proprietary)
Assessment:	written paper along with oral presentation in class, practical tasks and assignments (e.g. creating a security policy for one's family), smaller tasks (mostly blog-based writings)
Teacher responsible for the course:	Kaido Kikkas
Name of course in Estonian:	Turvalisuse ja privaatsuse küsimused
Prerequisite subject(s):	None
Compulsory literature:	
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	Mitnick, K. (2003) The Art of Deception : Controlling the Human Element of Security. John Wiley & Sons Web materials (will be specified during the course) Plus, lecture texts along with the referenced web links

Course description

Generative content creation

MII7124

Load 3 ECTS

Approximate load of contact hours: 20 Study semester: S II

Objectives:	To familiarize the student with new genres and technologies of storytelling for the television, advertisement, cinema and music that are based on either algorithmic retrieval and composition of content from databases, and 2) algorithmically generated and from scratch (usually music or animation), in both cases reflecting online user interactions or reactions.
Course outline:	Introduction to existing genres, theoretical background of narrative research, ontology solutions, editing software and database structures and provided. Editing assignments are given, using simple video editing and annotation tools, and storytelling software.
Learning outcomes:	The student has an understanding of the genres, principles and purposes of generative and algorithmic content in interactive media, and can take the lead of projects involving such concepts.

Assessment:	GA
Teacher responsible for the course:	Shawn Pinchbeck, Pia Tikka, Mauri Kaipainen, Jaagup Kippar
Name of course in Estonian:	Tuletuslik sisuloome
Prerequisite subject(s):	
Compulsory literature:	To be negotiated, depending on the assignment: Manovich, L. (2000). The Language of New Media. London: The MIT Press, Chapters 3 and 5 Kaipainen, M.; Thomas, M. (Eds.) (2006). Computational and spatially organised narrativity. Digital Creativity 2006, Vol. 17, No. 4, pp. 193-194. Lewis, J. P. (1991). Creation by Refinement and the Problem of Algorithmic Music Composition. - Todd, P.; Loy, G. (1991). Music and Connectionism. Cambridge, MA: MIT Press.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	To be discussed with the teacher.

Course description

MII7117

Digital interactive audio

Load
3ECTS

Approximate load of contact hours: 20 Study semester: F

Objectives:

To learn the basics of audio theory, psychoacoustics, digital audio, microphones, recording, editing, Digital Audio Workstations, Digital Signal Processing, Musical Instrument Digital Interface, and sound art and listening asthetics.

Course outline:
(including description of independent work)

Course Introduction
Fundamentals of Sound
Psychoacoustics
Digital Audio Theory
Microphones
Recording
Mixing Boards
Sound Editing
Digital Signal Processing (DSP)
Digital Audio Workstations (DAW) Software
Equalization and Compression
Mixing
Throughout the course listening examples, discussions of aesthetics, and practical applications of sound will take place.

Independent work will consist of readings, listening assignments,

	and learning equipment and software in order to do the examination and practical assignments.
Learning outcomes:	To understand the basics of sound and be able to edit and use sound in technical and creative contexts.
Assessment:	GA Grading will be assessed on the following criteria: 1. Exam on introduction to sound – 20% 2. Recording Assignment – 25% 3. Creative Sound Assignment – 40% 4. Class participation and attendance – 5%
Teacher responsible for the course:	Shawn Pinchbeck
Name of course in Estonian:	Interaktiivne digitaalaudio
Prerequisite subject(s)::	None
Compulsory literature:	Sound and Recording, by Francis Rumsey and Tim McCormick Audio Explained by Michael Talbot-Smith
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	None

Course description

Interactive television

Subject code: MII7119	
Load 3 ECTS	Approximate load of contact hours: 20 Study semester: F
Objectives:	To introduce the student to the possibilities of the digital TV technology.
Course outline:	An introduction to interactive content concepts made possible by the digital TV technology, in particular the feedback channel. A practical overview of the implementation technologies is given, and a scenario assignment is completed.
Learning outcomes:	The students have a mind map and can keep up to the development of digital television and negotiate future service concepts, in particular from the point of view of citizen participation and content contributions.
Assessment:	GA
Teacher responsible for the	Artur Lugmayr, Dr., Jaagup Kippar,

course:

Name of course in Estonian:	Interaktiivne televisioon
Prerequisite subject(s)::	
Compulsory literature:	Forrester, Chris (2000). The Business of Digital Television. Focal Press. Orlebar, Jeremy (2002). Digital Television Production: A Handbook. Oxford University Press US.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	To be negotiated with the teacher.

Course description

Subject code:
MII7140

Experimental input and output

Load 3 ECTS	Approximate load of contact hours: 20 Study semester: S
Objectives:	To introduce the student with alternative input and output devices and technologies apart from the convention
Course outline:	An overview of concepts, visions and arguments for extending conventional interaction techniques is given, with examples of applications for the handicapped, creative installations, industrial, defense or medical applications. Implementation techniques are introduces on the hands-on basis, and a design or implementation assignment is accomplished.
Learning outcomes:	The student recognizes the limitations of standard interfaces and has sufficient technoical and conceptual knowledge to manage media projects that involve experimental input and output.
Assessment:	GA
Teacher responsible for the course:	Tapio Takala, Dr., Jaagup Kippar
Name of course in Estonian:	Eksperimentaalsed sisend- ja väljundseadmed
Prerequisite subject(s)::	
Compulsory literature:	Bunt, Harry C; Beun, Robbert-Jan; Borghuis, Tijn (1998). Multimodal Human-Computer Communication: Systems, Techniques, and Experiments. Springer. Shlyannikov, Valery N; Miesenberger, K; Klaus, J; Zagler, W (2002). Computers Helping People With Special Needs. Springer.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in	To be discussed with the teacher.

lectures)

Course description

Subject code:
MII7141

Mobile interactions

Load 3 ECTS	Approximate load of contact hours: 20 Study semester: F
Objectives:	To give an overview of the possibilities and development patterns of mobile technology.
Course outline:	An overview to current status and future vision of mobile interaction concepts. Corresponding technologies are treated with an introduction to development tools and hardware constraints are given. A facilitated toolset of mobile programming is given, and focused design or implementation tasks are given as assignment.
Learning outcomes:	The student is equipped with skills that allow her to assume proactive position in the emergent field of mobile computing.
Assessment:	GA
Teacher responsible for the course:	Jürgen Scheible, Jaagup Kippar
Name of course in Estonian:	Mobiilirakendused
Prerequisite subject(s)::	
Compulsory literature:	Mobility Tutorial and Code camps http://developers.sun.com/techtopics/mobility/learning/tutorial/index.html Windows CE tutorials http://www.troobloo.com/tech/windowsce.1.shtml
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	PyS60 tutorial by Jürgen Scheible http://www.mobilenin.com/

Course description

Subject code:
MII7142

Locative technologies

Load 3 ECTS	Approximate load of contact hours: 20 Study semester: S
Objectives:	To give an overview of the potentials and applications of the geographic information systems and locative content with the focus on participatory concepts and content sharing communities.
Course outline:	An overview of geographic information systems and locative content, based on current projects. Basic technologies, such as Google Maps APIs are introduced and applied in exercises.

	Practical design or implementation assignments are given.
Learning outcomes:	The student is capable of designing concepts and applications based on emergent technology.
Assessment:	GA
Teacher responsible for the course:	Giulio Jacucci, Jaagup Kippar
Name of course in Estonian:	Positsioneerimistehnoloogiad
Prerequisite subject(s)::	
Compulsory literature:	Manalopoulos, Y.; Papadopoulos; A.N. (2004). Spatial Database: Technologies, Techniques and Friends. Idea Group Inc. Brewster, Stephen; Dunlop, Mark (Ed.) (2004). Mobile Human-Computer Interaction: Proceedings of the 6th International Symposium. Springer.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	To be discussed with the teacher.

Course description

Subject code: MII7131	**New Interactive Environments**
Load 5 ECTS	Approximate load of contact hours: 20 Study semester:
Objectives:	An overview of concepts and techniques of new interactive environments, their contexts and users
Course outline:	The course, forming module 5 in the international joint program EMIM, introduces and provides introductory hands-on experience on a range of new web-based interactive environments, including next generation open learning environments, wikis, community blogs, multi-player game environments, but also mobile, locative and interactive applications, experimental interactive media art installations and applications for the special needs.
Learning outcomes:	Participants will - become familiar with a range of new interactive environments, - develop practical skills of setting up, implementing and evaluating the use of these environments, - keep themselves up to the development of the field.
Assessment:	GA
Teacher responsible for the course:	Mart Laanpere, Mauri Kaipainen
Name of course in Estonian:	Uued interaktiivsed keskkonnad
Prerequisite subject(s):	
Compulsory literature:	
Replacement literature: (enabling students to pass	

the course on the basis of student independent work without participating in lectures)

Course description

Subject code: MII7143

E-learning

Load 5 ECTS

Approximate load of contact hours: 24 Study semester:

Objectives: To familiarize the student with the domain of e-learning as a part of new media

Course outline: Through a series of practical hands-on activities and reflective discussions, participants will gain insight to e-learning concepts, issues, technologies, standards, methods and policies that are introduced with real-life examples and with the support of advanced distributed e-learning environment. Special attention will be given to interoperability issues in learning technology domain, knowledge management in exploratory learning environments and social-concstructivist methods of computer-supported collaborative learning..

Learning outcomes: Participants will

- become familiar with key concepts, competing theories and approaches in the domain of e-learning,
- develop practical skills of setting up, implementing and evaluating the use of distributed set of integrated e-learning systems and tools,
- design a prototype of an advanced e-learning course.

Assessment: GA

Teacher responsible for the course: Mart Laanpere, Kai Pata

Name of course in Estonian: E-õpe

Prerequisite subject(s):

Compulsory literature:

Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)

Course description

Subject code: MII7127

Master thesis

Load 20 ECTS

Approximate load of contact hours: 20 Study semester: S II

Objectives: To master basic research skills, conventions and ethics, and to express oneself in a comprehensive manner in the academic context..

Course outline:	In the MA thesis the student should demonstrate independent and critical thinking, supported by systematic data collection, analysis and evaluation skills, and to express the research case by means of good academic practice. The students are supervised to take advantage of hypertext techniques.
Learning methods:	Individual work, supported
Learning outcomes:	Accepted defense of master thesis
Assessment:	GA
Teacher responsible for the course:	Mauri Kaipainen
Name of course in Estonian:	Magistritöö
Prerequisite subject(s):	Academic writing and hypertext
Compulsory literature:	.
Replacement literature: (enabling students to pass the course on the basis of student independent work without participating in lectures)	No replacement