

Modulbezeichnung	Master Project
Modulverantwortliche(r)	Prof. Dr. U. Frese
Modulart	Pflicht/Wahl <input checked="" type="checkbox"/> Wahlpflicht <input type="checkbox"/>
Spezialisierungsbereich	
Dauer des Moduls	1 Semester
Kreditpunkte	30 CP
Arbeitsaufwand	Berechnung des Workloads Präsenz im Projektplenum 120 h Eigentliche Projektarbeit 780 h Summe 900 h
Turnus des Moduls	Annually
Voraussetzung für die Teilnahme	Keine <input type="checkbox"/> Folgende Formale Voraussetzungen: Keine
Lehr- und Lernformen	Seminar <input type="checkbox"/> Vorlesung <input checked="" type="checkbox"/> Tutorium <input checked="" type="checkbox"/> Praktikum <input type="checkbox"/> Projekt <input checked="" type="checkbox"/>
Lernziele	The students are able to work theoretically, empirically, and practically on complex problems of digital media production and use in a medium-size, self-organized team. They do not only apply existing knowledge in science, the arts and artistic design, but also develop new knowledge: novel concepts, solutions, and methods.
Lerninhalte	Working on a complex problem with importance to society, science, and arts or artistic design, the students concern themselves with: <ul style="list-style-type: none"> • Organization of both individual work and team work • Analysis of the problem • Definition of objectives • Research of the state of the art • Theoretical reasoning • Design of a solution • Implementation • Examination of the results • Preparation of intermediate and final results for publication or other forms of public display, exhibitions etc. M.Sc. students are required to focus on media informatics in their work; M.A. students on media design.
Prüfungsformen	project work, project report, and colloquium
Literatur	Depending on the project topic; to be determined in consultation with advisor