

# New Media Design and Production

**Code:** ARTS3089

**Extent:** 15 or 25 ECTS

**Language:** English

**Teachers in charge:** Markku Reunanen, Rasmus Vuori, Matti Niinimäki

**Target group:** Only masters level students.

## Application Procedure

Aalto students: The general application procedure for minors at Aalto University, see [Instructions for applying](#) Application only during spring 2018.

JOOPAS: Students from other Finnish universities apply during the JOOPAS application time in April 1-30 via <https://haku.joopas.fi>.

## Needed attachments

Transcript of records and a motivation letter. In the letter the applicant describes his/her background and experience relating to the minor subject, and indicates his/her learning objectives. We expect the student to have good basic ICT skills and some first-hand experience with digital media, acquired either through previous studies, hobby or work.

## Selection criteria:

1. educational background
2. work experience or other experience
3. feasible study plan

**Quotas and restrictions:** 3–5 students.

**Prerequisites:** see above.

## Content and Structure of the Minor

### Learning Outcomes

The students get diverse perspectives to contemporary new media and understand how and why it came to be. They learn the basics of new media design, creative programming, interactivity and media art, both in theory and practice.

### Content

New media permeates almost all aspects of today's life and, therefore, the minor can effectively supplement many other studies. The minor is aimed for students who wish to develop their skills on various new media related topics and get a glimpse of how things work under the hood. Instead of focusing on technology itself, our goal is to apply it to creative, experimental and human-centered purposes. Hardcore technical skills required: no. A curious mind: yes.

### Structure of the Minor

The minor comes in two sizes: 15 or 25 ECTS. There are certain obligatory courses that are complemented by optional ones, based on the needs and interests of the student.

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The compulsory courses are:

code	name	ECTS	period
DOM-E5123	Designery Approaches to Social Media	3	
DOM-E5111	Interaction Design Course	3-5	
DOM-E5024	Introduction to Media Art and Culture	3	
DOM-E5041	New Media Exam	1	

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Student also chooses one of these two:

DOM-E5032	Software Studies for Media Designers	3-5	
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DOM-E5060	Software Studies: Programming for Artists	3-5
The remaining credits can be chosen from the following list:		
DOM-E5025	3D User Interface Design	3-5
DOM-E5124	Alive Dead Media	3
DOM-E5125	Embodied Interaction	3-5
DOM-E5074	Composing with Data Flow Programming	3-5
DOM-E5122	Contemporary Web Development	3
DOM-E5128	Digital Fabrication Studio	3-5
DOM-E5108	From Data to Pixels	3
DOM-E5088	Game Design Basics Workshop	3
DOM-E5038	Generative and Interactive Narratives	3
DOM-E5106	Generative Media Coding	3
DOM-E5112	Interaction Design Workshop	3
DOM-E5004	Interactive Art	3-5
DOM-E5015	Internet Technologies and Techniques	3-5
DOM-E5056	Multitouch Interaction	3
DOM-E5043	Physical Interaction Design	3-5
DOM-E5003	Systems of Representation	3-6