Minutes from extraordinary Media Technology Study Board Meeting 2020.8, Thursday October 8, 2020

Present members:
Claus B. Madsen (CBM),
Jesper Rindom Jensen (JRJ)
Rodrigo Ordonez (RO)
Olga Timcenko (OT)
Eva Triantafyllou (ET)
Stefan Nordborg Eriksen (SNE)
Hamzah Ziadeh (HZ)
Louise Dørr Nielsen (LDN)

Secretaries:
Annette Erichsen
Anne-Marie Rasmussen

Present non-members:
Daniel Kierkegaard Andersen (DKA), observer study counselor
Dimitra Hadji-Popovski (DHP), observer, student

Absent:
Jon Ram Bruun-Pedersen (JRBP)
Victor Stan (VS)
Sára Janácková (SJ)
Nis Ovesen (NOVE), observer
Mikkel Gede Hansen (MGH), observer, study counselor
Marlene Geer Lomborg (MGL), observer, study counselor
Alexandru Cristian Chiritescu (ACC), observer, study counselor

Agenda
1   Study plan revision
• Medialogy BSc.

1.   Study plan revision
Medialogy BSc.:

This extraordinary meeting is planned so the study board can approve the revision of the Medialogy BSc. study plan, starting from 2021. See the attached document. It was also the intention to handle the MSc. Medialogy study plan, but NOVE and the department have acknowledged that it is not possible to revise it this time. The work will need more focus and time. There will be meetings with the steering group in the near future where this will be debated.

At the last study board meeting we discussed the scenario with 20+5+5 or 15+5+5+5 set up in the study plans. It has been decided that we will continue with the 15+5+5+5 model. The difference from the current study plan, is mainly that each semester will have a 15 ECTS project module and a 5 ECTS "PE-course" (course that supports the main content in the project).

We had a debate about who decides the structure. CBM informs that the decision is made by the department. In this case it is the head of department, head of studies and heads of research groups. It is also clear that some of the presented descriptions will have to be slightly changed due to this model both with the ECTS figures, but also align the learning goals and get a good balance between the projects and courses. There are both pros and cons towards this model, but the new proposal is good. This will require super qualified supervisor skills with good preparation at each semester. It was mentioned that the industry also supports this model due to eg. readable transcripts from the students. Less activities means less words to describe skills of the students.

We went through the document and following comments occurred:
(As the bachelor study plan is Danish, the comments are Danish)

MED1

P0: Basic brugervenlighed/UX

Kan vi komme med en bedre titel?
- Anvendelse/notation omkring Bloom er ikke helt konsistent med de andre beskrivelser
- Bullet 1 under viden "projektorienteret projekt"
- Bullet 1 under kompetencer "vurdere … (kendskab)"

P1: Kreativitet introduceret – design fra begge sider af skærmen

- Lang titel
- Anvendelse/notation omkring Bloom er ikke helt konsistent med andre beskrivelser
- Bullet nr. 2 under viden er den samme som P0. Problem?

Introduktion til kreativ digital udvikling

- Sidste linier i formål er nok bedst at gemme til semesterbeskrivelsen og så lave en lidt mere tør tekst i SO ☺
- Sidste bullet under viden: "kendskab til prog på begynder-niveau" … kan det gøres mere præcist?

PBL

- Vi skal bruge en dansk version

MED2:

Menneske-Computer Interaktion

- Er det en rimelig dansk titel?
- De PBL orienterede læringsmål skal bare fjernes, da de kommer på igen automatisk senere
- En bullet under viden mangler afslutning

Interaktionsdesign

- Formål meget kort
- Bullet 2 under færdigheder er meget overordnet og næsten gældende for hele uddannelsen. Kan det gøres mere specifikt?

Programmering af mobile applikationer

- Der er for mange, for specifikke bullets?

UX: Kvan

MED3

Visual computing

- Dansk titel mulig?
- Projekt og kursus-modul skal skilles ad, så der kommer separat beskrivelse af PE kursus med egne læringsmål

Programmering af interaktive 3D verdener

-

Matematik-kursus

- Mangler!!

MED4:

Interaktive lydsystemer

-

Processering af lydsignaler

-

UX: Kval

- Sidste par linier i formål er nok bedst at gemme til semesterbeskrivelse, og udelade i SO

Physical Prototypes and Interactions

- Mangler god dansk titel
- Måske lidt for mange bullets, specielt under færdigheder
- Der er muligvis andre i fagmiljøerne som gerne vil give besyv med i formulering

MED5:

Mixed Reality

- Titel mangler afklaring
- Stadig ret ufærdig
- Projekt og kursus-modul skal skilles ad, så der kommer separat beskrivelse af PE kursus med egne læringsmål

Programmering Immersive Technologies

- Mangler god dansk titel

Advanced Human Computer Interaction

- Mangler god dansk titel
- Skal oversættes til dansk
- Nogle læringsmål kan måske forbedres i formulering

MED6:

Design af interaktive mediesystemer

- Stadig ret ufærdig

Valgfag

Datavisualisering

- Opdateres? Vi importerer modulet fra CS

Spildesign og -udvikling

-

Programmering af kunstig intelligens

- Mangler

Web-programmering

- Mangler

The meeting was arranged to take 1½ hours; we had plenty of things to discuss relative to that time frame, and had good constructive debates. In addition a lot of semesters are not complete. CBM will send the comments to the working group and ask for quick responses as the modules must be typed before October 28th, 2020.

During this meeting we have had debates about

- ECTS models (could we have different types of semesters)
- programming languge
- perception (maybe part of the master program later on)
- design
- compromises
- implementation
- skills
- management etc.