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Master curriculum

**Time-based Media**

at the University of Art and Design Linz

Academic degree: Master of Arts, abbr. MA

decision of the Curricula Committee of 20 April 2005

In accordance with the University Organisation Act (UG 2002, BGBl. Nr. 120/2002), the Senate of the University of Art and Design Linz adopts the curriculum for the master programme *Time-based Media* in its present form.

amended by decision of the Senate of 23 May 2012

amended by decision of the Curricula Committee of 6 May 2015

amended by decision of the Curricula Committee of 6 June 2018

*Time-based Media* is a project-based artistic-scientific programme closely connected to the scientific master programme *Media Culture & Art Theory* and other programmes at the University of Art and Design Linz.

Contents:

- § 1 Curriculum
- § 2 Educational and qualification profile
  - 2.1 Teaching and learning objectives
  - 2.2 Qualification profile
- § 3 Programme structure and schedule
  - 3.1 Modules
  - 3.2 Teaching and learning methods
- § 4 Examination regulations
- § 5 Admission requirements

## § 1 Curriculum

The concept of the master programme *Time-based Media* answers to the complexities of the different forms of media expression and media use and aims at the combination of practice and theory, research and art.

As a trans- and interdisciplinary programme, *Time-based Media* responds to an increasing hybridisation in the field of media production. Today, the interconnectedness of texts, web and virtual space or cinematic forms of expression and associated dramaturgies of the performative is the rule; smooth transitions between art and industrial application are common. In this fast-growing and complex field it is important to consider cultural and historical contexts and to develop conceptual and production-oriented strategies as well as analytical skill and communication skills.

*Time-based Media* explores different methods of working with time-based media, i.e. video (practice and theory), film (theory) and sound, media installations and media staging, digital media design and innovative programme design.

Based on students' individual prioritisations, the programme explores and describes interdisciplinary connections within the productive, receptive and reflective areas of time-based media. Furthermore, students train and refine work steps, from the formulation of goals to project conception, project development, project implementation and the presentation of results.

Courses impart the ability to work independently and in teams. The programme *Time-based Media* allows students to determine their own positions and offers individual supervision.

The interdisciplinary and project-oriented curriculum combines different methods of teaching, learning and working, and facilitates individual work practices and distinction. The ability to work in a team, to communicate efficiently and to co-design collaborative processes is a vital aspect in the emerging professional fields of time-based media.

## § 2 Educational and qualification profile

### 2.1 Teaching and learning objectives

The artistic and scientific competences imparted in the course of the programme refer to a broad media-oriented practice of research, development and design focussing on established techniques, formats and forms of media (photography, film and video, sound, time-based art, net art etc.) as well as innovative time-based media and media intersections.

The exploration of aspects relating to cultural studies, art theory, gender theory, history and media aesthetics allows graduates to establish themselves in existing media-cultural and artistic fields of work but also in new trend-setting sectors.

The master programme imparts competences in the field of time-based media and a professional approach to the products of audio-visual culture.

Apart from navigating the complex field of time-based media, students learn to develop their own positions and individual profiles. They gain knowledge in areas such as conception, work strategies, techniques of presentation and publishing and the aesthetics regarding production, use and effects.

In the course of process- and problem-oriented modules, students of the master programme develop individual artistic, scientific and transdisciplinary works and projects. They are encouraged to conduct project-oriented research, to explore social, societal, political and artistic problems and to question artistic production regarding social relevance and ideological-political implications.

Project implementation and theory classes on time-based media, media practice and media production incorporate aspects of experimentation, performativity, space, cultural studies and art history in close collaboration with corresponding disciplines. This exploration of media history and culture gives students the skills to analyse their own work and to position it in different artistic and scientific fields of work. Furthermore, the programme encourages students to develop an individual approach to topics and problems and to realise projects independently, preparing them for potential future PhD studies.

## 2.2 Qualification profile

Courses and projects introduce students to various areas of profession and competence including artistic research, development and practice, digital media design, innovative programme design, media installation, media staging and new careers which have yet to be defined.

Other programme elements are: analysis, conception and testing of new media formats and strategies, development and realisation of media projects within urban, social and digital spaces, design and experimentation as independent media-cultural, artistic and scientific methods.

## § 3 Programme structure and schedule

The programme *Time-based Media* comprises four semesters and 120 ECTS. It is divided into modules and offers students a chance for individual specialisation.

### 3.1 Modules

The modules combine courses focusing on related contents and subjects and train students to design, plan and realise projects individually or in groups.

A module consists of at least two courses, with an artistic-scientific lab forming the core. Depending on contents, the lab is complemented by different teaching and learning methods (e.g. lectures, reading classes, field trips etc.).

Modules and teaching/learning methods

Workload is 30 ECTS per semester.

<p><b>Basic Module: Time-based Media</b></p> <p><b>30 ECTS</b></p> <p>Central Artistic Subject (KWL) 6 ECTS Time-based Art (VL) 4 ECTS Courses ZBM (Zeitbasierte Medien= Time-based Media) 20 ECTS</p>		<p><b>Module: Time-based Art</b></p> <p><b>15 ECTS</b></p> <p>Central Artistic Subject (KWL) 3 ECTS Time-based Art (VL) 2 ECTS Courses ZBM 10 ECTS</p>
<p><b>Module: Time-based Art Projects</b></p> <p><b>15 ECTS</b></p> <p>Central Artistic Subject (KWL) 8 ECTS Time-based Art (VL) 2 ECTS Courses ZBM 5 ECTS</p>	<p><b>Module: Theory</b></p> <p><b>15 ECTS</b></p> <p>To be chosen from the courses offered in cultural studies, art history, art theory, gender studies, media theory</p>	<p><b>Free Electives</b></p> <p><b>15 ECTS</b></p> <p>Courses offered by the University of Art and Design Linz or by another recognised university</p>
<p style="text-align: center;"><b>Master project</b> 30 ECTS</p> <p style="text-align: center;">Colloquium (KO) 14 ECTS Master project 16 ECTS</p>		

Selection, combination and prioritisation in the course of the master programme ('pathway') leads to individual specialisation, enabling students to refine their skills and work with different media in theory and practice.

Each semester, students complete two modules to acquire the required workload of 30 ECTS per semester.

The modules and free electives allow students to pursue project- and problem-oriented studies according to their individual interests and skills.

In the course of the programme, the module *Theory* must be selected once from courses offered in the following disciplines: cultural studies, art history, art theory, gender studies, media theory.

Lecturers communicate course contents and methods as well as assessment criteria for successful completion at the beginning of each semester.

Suggested schedule (pathway): master programme *Time-based Media*

1st semester	Basic Module ZBM (Zeitbasierte Medien = Time-based Media) 30 ECTS	
2nd semester	Module Time-based Art 15 ECTS	Free Electives 15 ECTS
3rd semester	Module Time-based Art Projects 15 ECTS	Module Theory 15 ECTS
4th semester	Master Project 16 ECTS including Colloquium 14 ECTS	

### 3.2 Teaching and learning methods

Depending on contents, the modules combine different teaching, learning and working methods.

Artistic-scientific lab (KWL)  
Reading class (LK)  
Lectures (Vorlesung - VL)  
Keynote lectures  
(Impulsevorlesung - IVL)  
Lecture and exercise  
(Vorlesung und Übung - VU)  
Exercise (Übung - UE)  
Seminar (SE)  
Colloquium (KO)  
Workshop (WSP)  
Excursion (EX)

#### *Artistic-scientific lab:*

Artistic-scientific labs are project classes. They comprehend the conception, development and realisation of media formats and impart and improve the skills required for artistic creation and the development and application of scientific findings and methods. Artistic-scientific labs include individual or group supervision depending on requirements and subjects.

#### *Reading classes:*

Reading classes promote the understanding and sensible use of texts. They focus on questions of structure and argumentation of different types of texts and practices of textualisation, allowing students to take a critical position on academic and artistic theses and theorems. In *Theory* modules, reading classes may replace artistic-scientific labs.

#### *Lectures:*

Lectures aim at a systematic and/or specialised transfer of knowledge. They provide insight into the current state of research and the subjects and methods of each field. The active role is usually reserved to lecturers.

#### *Keynote lectures:*

Keynote lectures focus on artistic or scientific courses (e.g. artistic-scientific labs), impart knowledge and introduce students to methodological problems, aesthetic strategies and forms of action regarding the topic areas of a module or project.

#### *Exercises:*

Exercises allow students to test, review and improve acquired knowledge. Exercises refer to theoretical teaching contents or to concrete projects and require active student participation.

### *Seminars:*

Seminars are at the interface of knowledge transfer and independent knowledge acquisition. Artistic or scientific dialogue improves students' articulation skills and helps them develop an independent position. Seminars are based on the analysis of theories and the reading of texts. Students contribute actively through reading, research, presentations etc. In *Theory* modules, seminars may replace artistic-scientific labs.

### *Colloquium:*

A colloquium facilitates advanced academic and artistic discourse as well as the joint development of current topics and problems of media, art and cultural studies. Theoretical or artistic specialisation, critical review and analysis, development and discussion of thesis papers, individual works and participants' designs are the focus of this course type. Attendance of the colloquium is compulsory for the completion of the master project.

### *Workshops:*

Workshops impart specific theoretical knowledge and/or specific technical skills regarding artistic realisation. Depending on technical requirements and specific previous knowledge, the number of participants is limited. Workshops are block courses with continuous assessment.

### *Excursions:*

Depending on subjects and requirements, all module types may include an excursion. These field trips allow students to experience media productions and works on site, to learn about problems or "landscapes" and to examine different cultural, infrastructural and technical conditions.

## § 4 Examination regulations

Courses are completed with an assessment corresponding to the course type (oral, written and/or practical exams). The examiner must inform students on examination modalities and contents in an appropriate fashion, allowing them to prepare according to the examination requirements.

For the master project, students choose their subject in consultation with their supervisor. Completion within a timeframe of six months must be possible.

The master project consists of an independently conceived and realised project and a written paper referring to the project. Both parts of the master project must be presented in front of an examination board responsible for grading the project.

The theoretical part (written paper) analyses the artistic project and puts it into the context of contemporary art, media and knowledge production. This paper is smaller in scope than an independent scientific master thesis and secondary to the artistic project.

The grade of the master examination is the final grade of the master programme. For the final examination the grade "sehr gut" (very good) is replaced with "passed with distinction".

## § 5 Admission requirements

Admission to the master programme *Time-based Media* requires the successful completion of a bachelor degree in the field of media arts with an interdisciplinary focus (e.g. Time-based and Interactive Media, Time-based Art, Media Design, Audio-visual Design, Film, Video, Sound, Communication) or an equivalent university programme. In any case, artistic aptitude is verified based on work samples and an admission interview.

Graduates of the bachelor programme *Time-based and Interactive Media* at the University of Art and Design Linz are recommended to seek a counselling session on the programme objectives.

Students who have not acquired the BA *Time-based and Interactive Media* and are only accepted with certain conditions must meet the respective requirements before the start of the third semester.

The proof of artistic aptitude gained by completing the admission examination is valid from the start of the admission period for the following winter semester until the end of the admission period of the following year's winter semester.

### 5.1 German language proficiency

The general teaching language is German. Students whose native language is not German have to provide evidence of their knowledge of the German language before the start of the third semester at the latest.