

## Syllabus

### Course description

<b>Course title</b>	<b>Video and post-production</b>
<b>Course code</b>	97112
<b>Scientific sector</b>	L-ART/06
<b>Degree</b>	Bachelor in Design and Art (L-4)
<b>Semester</b>	Summer semester 21/22
<b>Year</b>	2 <sup>nd</sup> , 3 <sup>rd</sup>
<b>Credits</b>	6
<b>Modular</b>	No

<b>Total lecturing hours</b>	60
<b>Total hours of self-study and/ or other individual educational activities</b>	about 120
<b>Attendance</b>	not compulsory but recommended
<b>Prerequisites</b>	No prerequisites are foreseen, though the course is directed to students with basic design knowledge. For this reason, it is recommended that the students have passed at least one design exam before attending the course.
<b>Maximum number of students per class</b>	30

<b>Course description</b>	<p>The course belongs to the class “caratterizzante” in the curriculum in Design.</p> <p>During this course, students create cinematic work individually or in small teams: linear short films, mini-series, multimedia web documentaries, or spatial installations. The theory is conveyed through the joint analysis of linear, interactive, and spatially fragmented film works.</p>
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<b>Specific educational objectives</b>	<b>Knowledge and understanding</b> <ul style="list-style-type: none"> <li>- have acquired one's own project methodology in the field of Video and post-production. This methodology includes the ability to oversee all phases of design, from the generation of ideas to the realisation of the finished project. Through the integrated teaching of project subjects and subjects of a technical, scientific and theoretical nature, graduates will be able to simultaneously address all these aspects and consider them as synonymous with the development of a project that is successful on a formal, technical, scientific and cultural level.</li> </ul>
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<b>Lecturer</b>	Uwe Hartmut Martin e-mail <a href="mailto:uwehartmut.martin@unibz.it">uwehartmut.martin@unibz.it</a> Webpage <a href="http://uwehmartin.de/">http://uwehmartin.de/</a>
<b>Scientific sector of the lecturer</b>	L-ART/06
<b>Teaching language</b>	English
<b>Office hours</b>	Friday 10-12
<b>List of topics covered</b>	Video, sound, interview, non-linear video editing, storytelling, dramaturgy, publishing,
<b>Teaching format</b>	Workshop, seminar and individual coaching

Expected learning outcomes	Disciplinary competence
	<p>Knowledge and understanding</p> <ul style="list-style-type: none"> <li>- have acquired the basic technical and theoretical knowledge necessary to realise a project in the field of Video and post-production.</li> <li>- have acquired the basic knowledge necessary for further Master's studies in all components of project culture as well as in technical and theoretical subjects</li> </ul> <p>Applying knowledge and understanding</p> <ul style="list-style-type: none"> <li>- use the basic knowledge acquired in the technical and theoretical fields to realise a mature project to recognise the main phenomena of contemporary.</li> <li>- make use of the skills acquired during the course of study in the event of continuing studies in a Master's degree programme in the field of Video and post-production and to develop them further.</li> </ul> <p><b>Transversal competence and soft skills</b></p> <p>Making judgements</p> <ul style="list-style-type: none"> <li>- Be able to make independent judgements for the purpose of developing their own design skills and in relation to all those decisions (technical and theoretical) that are necessary to bring a project to completion.</li> </ul> <p>Communication skills</p> <ul style="list-style-type: none"> <li>- present an independently realised project in the field of Video and post-production in the form of a screening, website or installation, orally as well as in writing in a professional manner.</li> </ul> <p>Learning skills</p> <ul style="list-style-type: none"> <li>- have learned a design methodology at a professional level - in the sense of being able to identify, develop and realise solutions to complex design problems by applying the acquired knowledge in the technical and theoretical fields - in order to start a professional activity and/or continue their studies with a master's degree programme.</li> <li>- have developed a creative attitude and learned how to enhance it and develop it according to their own inclinations.</li> <li>- have acquired basic knowledge in theoretical, technical and scientific subjects as well as a study methodology suitable for continuing studies with a Master's degree programme.</li> </ul>

<b>Assessment</b>	<p>By the exam's date, each student must upload on the Microsite of the faculty detailed documentation of the work done during the course.  <a href="http://portfolio.dsgn.unibz.it/wp-admin">http://portfolio.dsgn.unibz.it/wp-admin</a>          Documentation is an integral part of the exam. The documentation must include visual documentation and an abstract of the project.</p> <p>The final result of this course is a short film (linear or interactive), mini-series, or video installation. It will be presented to the public on June 3rd.</p>
<b>Assessment language</b>	The same as the teaching language
<b>Evaluation criteria and criteria for awarding marks</b>	<p>The final assessment is based on the content of all the exercises according to the following criteria:</p> <ul style="list-style-type: none"> <li>- creative, narrational and technical excellence of the final project</li> <li>- personal growth</li> <li>- helping the class succeed</li> <li>- timely execution and presentation of exercises</li> </ul>
<b>Required readings</b>	Walter Murch „In the Blink of an eye“, Silman-James Pr., 2001
<b>Supplementary readings</b>	