

## KONSTFACK

Institutionen för DIV

Kandidatprogrammet Industridesign årskurs 2

Kurskod: IDK215

Provkod:

Nivå: BFA 2

Gäller: termin 3

## MODULBESKRIVNING

Breddning av Industridesign / Broadening of the Industrial design

Module 4: Design and gestalt with artistic focus, broadening: Open Studio

3 credits of a total of 27.5 credits

Course responsible teacher: Magnus Lindfors

Guest teacher: Dan Lageryd

### General

During the course, students will see examples and try different filming techniques. The student, with the aid of a storyboard, plans and conducts a film project.

The course includes introduction to cameras and film technology, teaching and practice in the digital film tool Adobe Premier Pro.

Students create one or more digital productions, including one with time-based visualization of interactive prototype or scenario.

The student can choose from three different tasks:

- choose a project that you previously worked with and a function or interactivity that you want to highlight / clarify through a digital time-based production
- describe a scenario of an event or an existing activity or something you propose and present in a digital time-based production
- document multiple of your projects and create a digital time-based portfolio.

The digital output should have a length of 3 to 5 minutes.

### Grading

For the grade, the student should do this:

- actively participate in lessons, tutorials, presentations and activities during the course,
- assess the quality of own and other students' work and digital time-based production in relation to the relevance of intended users and purposes

### Learning outcomes

After completion of the course, the student should demonstrate the ability to:

- critically reflect on their own and others' artistic forms
- in a deeper way reflect on the role of art in society and account for practitioners in the artistic field

- independently expressing own ideas and solve artistic and formative problems
- Perform artistic tasks within given time frames.

Course structure and teaching methods:

Teaching takes place in various forms: lectures, briefings and presentations in which all students will attend and participate.

Course literature and other teaching materials

Tutorials: iMovie <https://www.youtube.com/watch?v=ZGG5kbMKmLo>

## **Schedule**

Times for briefings, presentations, etc. are also available in the Canvas calendar .

Room D4 unless otherwise stated:

September 3rd 9 - 16 Start of Open studio: film. Introduction with Dan Lageryd

September 4th 9 - 12 Introduction of cameras with Dan

September 4 – 13th work in Adobe Premier Pro with Dan

September 14th 9 - 15: Review / presentation when the student shows one or more digital productions of no more than 3 to 5 minutes. Evaluation.

## **Document prepared by:**

Magnus Lindfors

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