42032000 / Ma-DM-8
Agents and Interfaces
Agents and Interfaces

Modulverantwortliche/r:	Prof. Dr. Wolfgang Hagen
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. Wolfgang Hagen, N. N.
Zum Modul gehörende Lehrveranstaltungen:	1 Seminar (2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (4. Semester)
Inhalte:	Students apply methodological and theoretical approaches to analysing the hardware of technical artefacts, as well as the front- and back-end of software design. Students will encounter approaches stemming, for example, from Software Studies just as much as from platform, design and Science and Technology Studies, Human interaction research and German 'Medientheorie'.
Fachkompetenz:	Students get introductions into advanced forms of analysing the technical side of digital media from a variety of cultural and social sciences points of view.
Personale Kompetenz:	Skills of complex theoretical analysis with a strong focus on developing critical perspectives. Reading, writing and presentations skills. Collaborative analysis.
Lehr- und Lernformen:	Seminar with student presentations. Student group work.
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit ODER Referat
Hinweise zu Studien-/Prüfungsleistungen:	Students conduct an in depth analysis of the structural features of a piece of hard- or software. The analysis can be conducted as group work, and can be documented as presentation or essay.
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 28 Stunden Vor- und Nachbereitungszeit der LV(en): 32 Stunden ggf. Erarbeitung von Studienleistungen: 30 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: summer term
Empfohlene Vorkenntnisse:	Histories and Epistemologies of Media Media Cultures Practical Experience in Digital Media I and II Technological Basics I and II

Sonstiges:

8000 / Ma-DM-13
BA-Thesis
BA-Thesis

Modulverantwortliche/r:	N.N.
Hauptamtlich Lehrende dieses Moduls:	alle Lehrenden des Faches
Zum Modul gehörende Lehrveranstaltungen:	1 Kolloquium (1 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media
Inhalte:	The goal is to finish the Major with a thesis: In a set time of 8 weeks the students conduct a piece of rigorous research. They can choose a more empirical, a more theoretical, a more technical or a more practical and creative approach.
Fachkompetenz:	Ability to conduct a longer piece of rigorous research in an area of the student's own choice.
Personale Kompetenz:	Ability to organise a larger project. Time management.
Lehr- und Lernformen:	Supervision, combined with work on their own, a colloquium and structures of peer-assessment and student-led reading groups.
Studienleistung:	keine Angabe
Prüfungsleistung:	Bachelorarbeit
Hinweise zu Studien-/ Prüfungsleistungen:	Students can focus on a (1) more empirical, a (2) more theoretical, a (3) more technical or a more (4) practical and creative approach, but they have to include elements of at least two additional areas. An example would be: A practical and creative approach (=4) with theoretical (=2) and technical (=3) elements.
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 14 Stunden Vor- und Nachbereitungszeit der LV(en): 16 Stunden ggf. Erarbeitung von Studienleistungen: 0 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 420 Stunden Workload insgesamt: 450 Stunden
Creditpoints:	15
Dauer und Häufigkeit des Angebots:	
Empfohlene Vorkenntnisse:	
Sonstiges:	

42035000 / Ma-DM-11
Economy of Digital Media
Economy of Digital Media

Modulverantwortliche/r:	Prof. Dr. Wolfgang Hagen
Hauptamtlich Lehrende dieses Moduls:	Jan Müggenburg, Prof. Dr. Wolfgang Hagen, N. N., Dr. Armin Beverungen
Zum Modul gehörende Lehrveranstaltungen:	1 Seminar (2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (5. Semester)
Inhalte:	The module takes a systematic look at the political economy and global geography of several different digital media sectors. Topics can be, for example, the role of soft- and hardware in the labour process in different sectors, algorithmic financial processes, the economy of search and data mining, or economic relations and conditions of material and immaterial labour in start-up cultures. The module will cover structures and practices across the value chain and across the globe. Besides knowledge and analytical skills, the students will search for economically sustainable models for their digital projects.
Fachkompetenz:	Students understand the mutual interdependence of digital media and economical processes, both analytically and practically.
Personale Kompetenz:	Advanced analytical and practical skills. Developing political stances.
Lehr- und Lernformen:	
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit ODER Referat
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 28 Stunden Vor- und Nachbereitungszeit der LV(en): 31 Stunden ggf. Erarbeitung von Studienleistungen: 31 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: winter term

Empfohlene Vorkenntnisse: Histories and Epistemologies of Media
Media Cultures
Practical Experience in Digital Media I, II and III
Technological Basics I and II
Net Critique

Sonstiges:

42023000 / Ma-DM-1
History and Epistemology of Media
History and Epistemology of Media

Modulverantwortliche/r:	N. N.
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. Martin Warnke, N. N., Prof. Dr. Wolfgang Hagen, Dr. Florian Sprenger, Dr. Armin Beverungen, M.A. Paul Feigelfeld
Zum Modul gehörende Lehrveranstaltungen:	2 Seminare (je 2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (2., 3. Semester)
Inhalte:	Here, students will encounter digital media in a historical context. In part one, the module focuses on the history of the computer, looking at, for example, early computing in the 1930-40s, cybernetics in the 1940 and 50ties, graphical user interfaces in the 1970ties, or relational databases in the 1970-80s. Part two will focus on the history of the Internet, exploring, for example, the early Internet in the 1960-70s, the invention of the World Wide Web in the early 1990s, the dotcom boom in the late 1990ties, or social media and location-based services in recent years.
Fachkompetenz:	Students (1) gain historical grounding in their understanding of the computer and the Internet. They (2) deepen their methodological skills of historical research, and develop abilities to distinguish theoretical approaches. They (3) analyse contexts, in which digital media evolve, and understand, how digital media themselves in turn set up structures of power and control, demand regulation and unleash new economic dynamics. Students (4) learn how to look at specifics of such processes in different historical and geographical contexts. They (5) develop a first understanding of how digital media change our ways of acting, thinking, connecting and communicating, and they (6) develop abilities of reflexive analysis. The latter includes the ability to place historical and present media studies in the contexts of evolving media, and incorporating an understanding of the media of history into the methodology of media history.
Personale Kompetenz:	Students learn (1) how to read academic and historical texts closely; (2) how to understand complex theoretical arguments; and (3) how to contextualise historical phenomena.
Lehr- und Lernformen:	Two seminars with short lectures and student presentations.
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit ODER Projektarbeit
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 56 Stunden Vor- und Nachbereitungszeit der LV(en): 62 Stunden ggf. Erarbeitung von Studienleistungen: 62 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 120 Stunden Workload insgesamt: 300 Stunden
Creditpoints:	10

Dauer und Häufigkeit des
Angebots:

Duration: two semesters, frequency: starting each summer term

Empfohlene Vorkenntnisse:

Sonstiges:

42024000 / Ma-DM-2
Media Cultures
Media Cultures

Modulverantwortliche/r:	N. N.
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. Claus Pias, Prof. Dr. Martin Warnke, N. N., M.A. Paul Feigelfeld, Dr. Armin Beverungen, Dr. Götz Bachmann, Dr. Florian Sprenger, Jan Müggenburg
Zum Modul gehörende Lehrveranstaltungen:	2 Seminare (je 2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (2., 3. Semester)
Inhalte:	In two seminars, students explore and analyse media cultures. Topics of the seminars might be, for example, net cultures, sound cultures, digital image and moving images, transmedia storytelling, games and gamification (= the use of game-like incentive structures outside of games), robotics, artificial intelligence or computer simulation. Media cultures can also be specified further regionally (such as East Asian net cultures, or historically (such as early film cultures).
Fachkompetenz:	Students (1) gain in depth understand of two major areas of contemporary media cultures in their technological, economic, social and cultural complexity. They (2) learn to understand these fragments from various angles: Media cultures can be, for example, part of a genealogy of apparatuses (= ways of exercising direct and indirect power) or work with specific forms of affects. Students (3) deepen their approach in terms of methodological aspects (a seminar on moving images would most likely teach film analysis, too), and (4) understand the role of pre-digital media histories (such as for example, large parts of the history of film) for understanding contemporary media cultures.
Personale Kompetenz:	Students gain abilities (1) how to read academic texts closely; (2) how to question seemingly self evident parts of today's media culture; (3) how to reflect forms of intervention in these fields, which might then be taken up in the projects of the module media practice; and (4) writing and presentations skills.
Lehr- und Lernformen:	Two seminars with student presentations.
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit ODER Referat
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 56 Stunden Vor- und Nachbereitungszeit der LV(en): 62 Stunden ggf. Erarbeitung von Studienleistungen: 62 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 120 Stunden Workload insgesamt: 300 Stunden
Creditpoints:	10

Dauer und Häufigkeit des   Duration: two semesters, frequency: starting each summer term
Angebots:

Empfohlene Vorkenntnisse:

Sonstiges:

42031000 / Ma-DM-7

Net Criticism
Net Criticism

Modulverantwortliche/r:	Prof. Dr. Michael Schefczyk
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. Michael Schefczyk, N. N., Dr. Armin Beverungen, Dr. Götz Bachmann
Zum Modul gehörende Lehrveranstaltungen:	1 Seminar (2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (4. Semester)
Inhalte:	In this module, students engage in contemporary debates on the future of the web, and their historical trajectories. Topics include Internet surveillance and anonymity, participation, control and free labour in social media and locative media, Internet governance and governementality, new forms of collectivities and subjectivities, tactical media and liquid democracy, open data and citizen science, copyright and commons, and the tension of grassroots movements versus media monopolies.
Fachkompetenz:	Students encounter the big political and cultural debates in the Internet. A look at historical long-term dimensions and re-occurring themes as well as a broadening of perspective to non-western net cultures will extend their view beyond present debates. Student will develop an engaged and critical approach.
Personale Kompetenz:	Abilities to think technical as political questions in depth, to question assumptions, to discuss and analyse collectively, to develop critical stances and to find spaces of personal and collective intervention. Reading, writing and presentations skills.
Lehr- und Lernformen:	Seminar with student presentations and presentations by guests.
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit ODER Referat
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 28 Stunden Vor- und Nachbereitungszeit der LV(en): 31 Stunden ggf. Erarbeitung von Studienleistungen: 31 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: summer term

Empfohlene Vorkenntnisse: Histories and Epistemologies of Media
                                   Media Cultures
                                   Practical Experience in Digital Media I and II
                                   Technological Basics I and II

Sonstiges:

42025000 / Ma-DM-3
Practical Experience in Digital Media I
Practical Experience in Digital Media I

Modulverantwortliche/r:	Prof. Dr. Martin Warnke
Hauptamtlich Lehrende dieses Moduls:	N. N., Dr. phil. Paul Ferdinand Siegert, Dr. Götz Bachmann
Zum Modul gehörende Lehrveranstaltungen:	1 Vorlesung (1 SWS) 1 Übung (1 SWS), 1 Seminar (1 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (2. Semester)
Inhalte:	The Module "Practical Experience in Digital Media I" consists of lectures and seminars as well as practical exercises. Topics are one prominent area of application of digital media, such as web design, data management, image, audio and video editing, video production, game and app design, that the students choose. Media practitioners teach the workshops, the seminar reflects and works out the phenomenologie of the computer as a medium.
Fachkompetenz:	Each workshop will enable students to understand and use the computer as a medium, focusing on hands-on skills in digital media.
Personale Kompetenz:	Students learn how to execute smaller practical projects and reflect on them.
Lehr- und Lernformen:	In a series of workshops, students understand and explore basic creative digital technics. Students prepare exercises for each seminar. The seminar convenor organises workshops and collective seminars, where students can mutually learn from one another's successes and mistakes. With the help of the course convenor, students set up "individual learning contracts," in which they identify their own strengths and weaknesses, and pledge to work on them by strengthening both their specific weaknesses and certain, strategically important strengths. Learning contracts therefore allow students to specialise as well as address their weaknesses. They organise their own learning journey in the seminar and are encouranged to work partially on their own, or in conjunction with their fellow students. The learning contracts will also structure learning journeys across the modules and over several semesters. They will thus also contain content relating to the modules Practical Experience in Digital Media II and III and Technical Basics I and II. The role of the seminar convenor of practical Practical Experience in Digital Media I is therefore to lead such individual processes in conjunction with the convenor of the seminar in module Technical Basics 1 and the course convenor (Studiengangsverantwortlicher).
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit ODER Referat
Hinweise zu Studien-/ Prüfungsleistungen:	

Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 42 Stunden Vor- und Nachbereitungszeit der LV(en): 24 Stunden ggf. Erarbeitung von Studienleistungen: 24 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: summer term
Empfohlene Vorkenntnisse:	
Sonstiges:	

42026000 / Ma-DM-4
Practical Experience in Digital Media II
Practical Experience in Digital Media II

Modulverantwortliche/r:	N.N.
Hauptamtlich Lehrende dieses Moduls:	N. N.
Zum Modul gehörende Lehrveranstaltungen:	1 Seminar (3 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (3. Semester)

Inhalte:

This module extends the exercises of module "Practical Experience I" into the conceptualisation and first iteration of a complex digital media production, developed by students in project groups for the whole semester. Initial work of the project groups is conceptual. Each Project group designs a media project with social, cultural or political implications. Projects can, for example, target themes of children's education, digital literacy, health & safety, medicine, sociality, entertainment etc. The project groups will research their target groups in small ethnographic, literature, online or other appropriate investigations. They will also think through and research the form of sociality their project aims for - if the project, for example, aims to entertain, they might research practices and affects of being entertained; if it wants to word in real time, they might research "liveness"; and if it has assumptions of community building embedded, they will research how the latter works. Over the course of the semester, students will also realise a first prototype of their core idea - a more complex execution and implementation of this project might be carried out in the module "Practical Experience III". In conjunction with the work on the projects, students attend further workshops, which train them in more advanced digital skills and react to their individual projects. Topics of these workshops can be, for example, advanced web or video editing, data scraping, game design or project management tools. At the end of the seminar, students reflect their experiences and their deepened understanding of the computer as a medium.

Fachkompetenz:

Students will learn (1) basic skills in project management and (2) how to collaborate in groups, realising complex projects. They will learn how (3) to develop and sharpen a vision, (4) understand and research target groups as well as (5) forms of sociality embedded in digital media offerings. Students (6) will deepen the hands-on technical skills and (7) their theoretical understand of the computer as a medium.

Personale Kompetenz:

Intensive, long term project work will develop the ability to collaborate - an experience that will be reflected intensively. Research into target groups and sociality will sharpen the sensitivy for the needs of others. Developing a vision and realising its first iteration will empower students to shape digital media.

Lehr- und Lernformen:

The role of the course convenor is to lead collective seminars so that all groups can mutually learn from one another's successes and mistakes. Students carry on to develop their individual learning contracts with the seminar convenor (see module "Practical experiences I" for details). The project groups will be curated in a way so that individual learning contract projects will complement each other. Students also develop their ideas for the project groups, which then work partly on their own. A monthly forum with status updates on project progress will help students resolve questions in design and management of each project. The additional half or one day workshops led by practitioners are modelled after the workshops in module "Media Practice I" and add further skills to the process of developing the projects.

Studienleistung:	keine Angabe
Prüfungsleistung:	Praktische Arbeit ODER Projektarbeit

Hinweise zu Studien-/ Prüfungsleistungen:	Students take part in a group project and bringing it to the level of a media production.
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 42 Stunden Vor- und Nachbereitungszeit der LV(en): 24 Stunden ggf. Erarbeitung von Studienleistungen: 24 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: winter term
Empfohlene Vorkenntnisse:	Practical Experience in Digital Media I Technological Basics I
Sonstiges:	

42033000 / Ma-DM-9

Practical Experience in Digital Media III
Practical Experience in Digital Media III

Modulverantwortliche/r:	N. N.
Hauptamtlich Lehrende dieses Moduls:	N. N., Dr. Götz Bachmann
Zum Modul gehörende Lehrveranstaltungen:	1 Projektseminar (3 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (4. Semester)

Inhalte:
Students plan, execute, and launch a complex, collaborative project that has social, cultural or political impact. In many cases the project will build on the smaller project realised in "Practical Experience in Digital Media II" as a further iteration, even though this can go along with a significant change of direction or technical media, a fully new project, or a different group. Students are encouraged to push the limits of existing media by using experimental methods and approaches, especially in the design of interfaces and aesthetic artefacts. Students are also encouraged to include, for example, location-based approaches (this depends on the goals of the students). The project will be launched and marketed. Feedback of the first users can lead to refinement and further iterations. While realising the project, and in additional workshops led by media practitioners, students refine and extend soft skills in areas such as campaigning and community management, expand their research skills in areas such as web analytics and develop their hands on technical skills, for example in app development or in applying their knowledge of APIs and data scraping techniques to tie their projects with other databases.

Fachkompetenz:
Soft skills in areas such as campaigning and community management, research skills in areas such as web analytics and extended technical skills. Students will also gain experience in the development process of rapid prototyping.

Personale Kompetenz:
Project management and collaboration. Ability to launch a project, to receive, accept understand feedback and to use it for improvement.

Lehr- und Lernformen:
The role of the seminar convenor is to lead the work in and between the projects so that all groups can mutually learn from one another's successes and mistakes. Students carry on to develop their individual learning contracts with the seminar convenor (see module "Practical experiences I" for details). An open forum with monthly status updates on the project progress will help the students resolve questions in design, implementation management of each project. Additional half or one day workshops led by practitioners are modelled after workshops in module "Media Practice I" and add skills to the process of developing the projects.

Studienleistung:
keine Angabe

Prüfungsleistung:
Portfolio (30 Minuten)

Hinweise zu Studien-/ Prüfungsleistungen:
Portfolio, which includes, as one element, a presentation of the project to an external board of experts (assessment will not be done by the external experts but by the seminar convenor, who will evaluate quality, coherence and richness of the pitch).

Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 42 Stunden Vor- und Nachbereitungszeit der LV(en): 24 Stunden ggf. Erarbeitung von Studienleistungen: 24 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: summer term
Empfohlene Vorkenntnisse:	Histories and Epistemologies of Media Media Cultures Practical Experience in Digital Media I and II Technological Basics I and II
Sonstiges:	

42034000 / Ma-DM-10

Recent Developments in Media Theory

Recent Developments in Media Theory

Modulverantwortliche/r:	Prof. Dr. Claus Pias
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. Wolfgang Hagen, Prof. Dr. Claus Pias, N. N.
Zum Modul gehörende Lehrveranstaltungen:	1 Seminar (2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (5. Semester)
Inhalte:	Students immerse themselves in the very latest debates in Digital Media Studies, reading full monographies written in recent years. They debate, understand and critique complex contemporary positions and methodological and theoretical approaches, learning how to track their explicit and hidden genealogies, and how to place them in different disciplinary, theoretical, political and geographical contexts. Students identify gaps of knowledge, and sharpen their own early dissertation ideas in relation to the contemporary debates, thus preparing them for a dissertation at the forefront of contemporary research.
Fachkompetenz:	Students understand the newest debates and proposals in Digital Media Studies and learn how to position themselves in contemporary academic debates.
Personale Kompetenz:	Refining an own position in relations to others.
Lehr- und Lernformen:	Seminar with student presentations.
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 28 Stunden Vor- und Nachbereitungszeit der LV(en): 32 Stunden ggf. Erarbeitung von Studienleistungen: 30 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 60 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5
Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: winter term

Empfohlene Vorkenntnisse: Histories and Epistemologies of Media
                                 Media Cultures
                                 Practical Experience in Digital Media I, II and III
                                 Technological Basics I and II
                                 Net Critique

Sonstiges:

42036000 / Ma-DM-12
Research Colloquium
Research Colloquium

Modulverantwortliche/r:	N. N.
Hauptamtlich Lehrende dieses Moduls:	alle Lehrenden des Faches
Zum Modul gehörende Lehrveranstaltungen:	2 Kolloquien (je 2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (5., 6. Semester)
Inhalte:	A forum to discuss the students' ideas and questions, leading them to their thesis.
Fachkompetenz:	Students learn how to develop their thesis through iterative feedback.
Personale Kompetenz:	Constructive Critique. Ability to receive critique, and use it to strengthen one's work.
Lehr- und Lernformen:	
Studienleistung:	keine Angabe
Prüfungsleistung:	Hausarbeit
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 56 Stunden Vor- und Nachbereitungszeit der LV(en): 62 Stunden ggf. Erarbeitung von Studienleistungen: 62 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 120 Stunden Workload insgesamt: 300 Stunden
Creditpoints:	10
Dauer und Häufigkeit des Angebots:	Duration: 2 semesters, starting each winter term
Empfohlene Vorkenntnisse:	Histories and Epistemologies of Media Media Cultures Practical Experience in Digital Media I, II and III Technological Basics I and II Net Critique
Sonstiges:	

42027000
Technological Basics I
Technological Basics I

Modulverantwortliche/r:	N.N.
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. Martin Warnke, M.A. Paul Feigelfeld, Dr. phil. Paul Ferdinand Siegert, Dr. Götz Bachmann
Zum Modul gehörende Lehrveranstaltungen:	1 Vorlesung (2 SWS) 1 Übung (2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (2. Semester)
Inhalte:	The module gives, on the one hand, an introduction into practical, theoretical and technical informatics, as well as hands-on techniques of programming. The students encounter different approaches towards programming and explore them in small projects, using, for example, Eclipse, APIs and Frameworks, designing sequences and interfaces, and programming algorithms in languages such as C++, Objective C, Java, Java Script, PHP or Python.
Fachkompetenz:	Students, who often might not have had a background in programming, will understand its basic principles. Students are additionally empowered to explore basic forms of reading, understanding and writing codes by themselves or in groups. Students thus learn one of digital media's most fundamental cultural techniques.
Personale Kompetenz:	Students feel empowered in their use of technological media in general and computers in particular. They explore mutual help, peer-teaching and collaborative forms of problem solving and overcoming technical challenges.
Lehr- und Lernformen:	The course mixes short lectures, often by guests, group work, pair computing, small assignments, independent research on the web, hack labs and coding cliniques. Some topics - such as, for example, teaching Eclipse - will be addressed in workshops and with invited experts. Students with more developed programming skills are sometimes paired up with beginners, sometimes separated out for more advanced assignments. Learning contracts organise additional learning on individual case by case basis (see module " Practical Experience in Digital Media I" for details).
Studienleistung:	keine Angabe
Prüfungsleistung:	Projektarbeit
Hinweise zu Studien-/ Prüfungsleistungen:	
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 56 Stunden Vor- und Nachbereitungszeit der LV(en): 27 Stunden ggf. Erarbeitung von Studienleistungen: 27 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 40 Stunden Workload insgesamt: 150 Stunden
Creditpoints:	5

Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: summer term
Empfohlene Vorkenntnisse:	
Sonstiges:	

42028000 / Ma-DM-6
Technological Basics II
Technological Basics II

Modulverantwortliche/r:	Prof. Dr. rer. nat. Guido Barbian
Hauptamtlich Lehrende dieses Moduls:	Prof. Dr. rer. nat. Guido Barbian, Prof. Dr. Martin Warnke, Dr. phil. Paul Ferdinand Siegert, N. N.
Zum Modul gehörende Lehrveranstaltungen:	1 Seminar (2 SWS) 1 Übung (2 SWS)
Dieses Modul gehört zu folgenden Gebieten:	Leuphana Bachelor (B.A./B.Eng./B.Sc./LL.B.): Major Digital Media (3. Semester)
Inhalte:	The Module looks at the technical structure of the Internet in general, as well as of various (web 2.0) applications, such as mail servers, databases, search engines, online shopping, social networks, gaming or techniques of personalisation and surveillance. Students will understand the Internet's technical infrastructure (such as servers, cables, and wireless transmission) and the technical principles of data transfer (i.e.: address fields, protocols, information processing). Students will also be introduced to some of the basic, and often mathematical theoretical concepts, which shape the Internet, such a graph theory, (social) network analysis and visualisation, statistical methods, and encryption.
Fachkompetenz:	Students understand the Internet on a technical level, which includes hardware infrastructures just as much as different forms of software. Students encounter some of the fundamental principles of the Internet. They are able to critically reflect and challenge current and future discourse about the Internet.
Personale Kompetenz:	Students feel empowered in their use of the Internet, especially underneath and beyond closed web 2.0. platforms. Students develop their skills of mutual help, peer-teaching and collaborative forms of problem solving in overcoming technically challenging assignments.
Lehr- und Lernformen:	The course mixes short lectures (often led by guests), group work, pair computing, small assignments, independent research on the web, hack labs and coding cliniques. Some topics - such as encryption - will be addressed in workshops and with invited technical experts. Students with more developed Internet skills are sometimes paired up with beginners, sometimes separated out for more advanced assignments. "Learning contracts" organise additional learning on individual case-by-case basis (see module " Practical Experience in Digital Media I" for details).
Studienleistung:	keine Angabe
Prüfungsleistung:	Assignments ODER Hausarbeit
Hinweise zu Studien-/ Prüfungsleistungen:	Two assignments or one essay, tackling a technical question.
Lehr/Lernmengen:	Präsenzzeit in LV(en) des Moduls: 56 Stunden Vor- und Nachbereitungszeit der LV(en): 27 Stunden ggf. Erarbeitung von Studienleistungen: 27 Stunden Prüfung: Erarbeitung/Vorbereitung sowie Prüfungsleistung(en): 40 Stunden Workload insgesamt: 150 Stunden

Creditpoints:	5

Dauer und Häufigkeit des Angebots:	Duration: 1 semester, frequency: winter term

Empfohlene Vorkenntnisse:	Practical Experience in Digital Media I Technological Basics I

Sonstiges:	