



Expressive Arts, Digital Arts and Media Module ITS-M/CT-1

16 ECTS (7 US Credits)

Total Contact Hours: 100

Self-Study Hours: 300

Total Learning Hours of this module: 400

21 days for the following learning events:

Expressive Arts Oriented Theatre with specialization in Digital Arts and Media

Seminar/Workshop

Expressive Arts Oriented Visual Arts with specialization in Digital Arts and Media

Seminar/Workshop

Expressive Arts Oriented Music with specialization in Digital Arts and Media

Seminar/Workshop

Intermodal Oeuvre Oriented Art Work with specialization in Digital Arts and Media

Seminar/Workshop

Method Specific Core Studio

12 sessions

Module KS (former ITS---M/CT---1) counts as K module (focus on Intermodal Arts).

- It can be taken as continuing education
- out eligibility

Self study / requirements:

- Expressive Arts, Digital Arts and Media projects in group settings with both peer and self---evaluations
- Study of Literature on Expressive Arts, Digital Arts and Media
- Preparation and presentation online of a Digital Arts Work
- Participation in Expressive Arts, Digital Arts and Media Studio (180 hours)
- Assigned Reading (120 hours)
- Entrance requirements (E): Admissions procedure, Introduction Seminar and interview with a Core Faculty Member of the Program
- Module exam (KS): Presentation of a Digital Arts and Media Work

Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:

- a) sharpen critical thinking in regard to Expressive Arts and Digital Communication
- b) increase confidence to draw on personal skills and artistic capacities
- c) recognize own cultural frames that influence personal Art-making
- d) strengthen personal capacities to link aesthetic practices
- e) develop and deepen a personal style while being open minded to surprises



Knowledge – at the end of the module/unit the learner will have been exposed to the following:

- a) how to “frame” events responsibly
- b) computer-based Arts within an Expressive Arts context
- c) liminal space, imagination, and “alternative worlding” in an Expressive and Digital Arts context
- d) how to apply Expressive Arts in challenging situations
- e) Expressive Arts as an Intermodal Decentering method with a low skill population

Skills – at the end of the module/unit the learner will have acquired the following skills:

- a) mobilize and enhance community engagement through Expressive and Digital Arts
- b) master digital storytelling
- c) understand and use an Intermodal Process
- d) explore and evaluate the method of Intermodal De-centering and its didactic steps in small sequences
- e) face the work phenomenologically (Aesthetic Analyses)
- f) create and complete a work of Expressive and Digital Arts and present it

Judgment Skills and Critical Abilities

The learner will be able to:

- a) validate the artistic processes and works of Art
- b) distinguish between group and personal processes
- c) recognize and guide techniques of Low Skill and High Sensitivity
- d) learn to think poetically and philosophically in the Expressive Arts and Digital mode
- e) take part in a constructive way in the decision-making processes with individuals and groups

Module-Specific Learner Skills

The learner will be able to:

- review and evaluate biographical work
- employ self-care
- engage in self- directed study and personal development relevant to the professional and artistic development