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Semester plan First semester Multimedia Design Autumn 2021

The semester plan provides you with important information about the Multimedia Design programme at UCN in general and specifically the first semester.

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1. Welcome

Welcome to the first semester of the Multimedia Design programme in Aalborg!

The semester runs from the 1st of September 2021 up to and including the 22nd of January 2022, with the Christmas holiday taking place from the 22nd of December 2021 until the 2nd of January 2022. Note that there is no autumn break at UCN Technology!

This year, there will be approximately 60 students starting on the programme, divided into two classes: one Danish and one international. The Danish class is named MMD-CSD-S21, and the international class is MDE-CSD-S21.

You all come from different backgrounds and are different in terms of experiences, goals for the course, age, and your hopes for the future. However, what you all have in common is the fact that you are students at UCN. Being a multimedia design student means that you must learn to transfer theory to practice, master a variety of development tools and techniques as well as learning to develop and design multimedia solutions.

2. The curriculum and exam regulations

The curriculum and the accompanying regulations form the legal basis of the programme. The curriculum and exam regulations you will be following will always be available on the Multimedia Design page on [the official UCN website](#).

Note that the institutional curriculum effective August 2021 is, at the point of writing this document, under revision and will be published on the official website when finalised.

There are two parts of the curriculum: the national section, which is common for all Multimedia educations in Denmark, and the institutional part, which is specific to the education at UCN.

It is important that you read and familiarise yourself with the curriculum, as it defines both the learning objectives for the programme as well as the individual subject areas, thus creating the basis for how you will be assessed at your evaluations and exams.

3. Information channels at UCN

At UCN technology we use three different digital channels for communicating with you. As a student at UCN you have a duty to read the information made available to you on Teams, your @ucn.dk e-mail account, and TimeEdit.

3.1 Microsoft Teams

We use Microsoft Teams for communicating relevant information, both specific for the programme and across UCN. This is organised in groups, which are simply called "teams".

The first semester is organised into three themes and an exam, which are all combined into one team specific for the semester. Here, you will find all information regarding the semester, theme, and lecture plans as well as files and documents related to lectures. Lecture plans as well as related preparation and lecture materials are organised and published through the integrated OneNote app.

Your lecturers regularly post general messages via Teams, and you must set up your account to receive push-notifications from the system.

In addition, there is the general “My UCN” team, which will follow you throughout the programme. Here, you will find general information from UCN, such as events and registration for these, rules, organisational structure, and forms for various applications (leave of absence etc.). The only information specific for the programme are the notes from the study programme council meetings.

Please note that content on Teams may NOT be shared or forwarded. You may download one copy of the material for your own use, but you may not forward it to others via your private e-mail, social media, or the like. Facebook is for social contact, not studies!

Moreover, you may NOT use Teams as a chatroom or to contact your lecturers!

3.2 Study e-mail and calendar

All students will be allocated a study e-mail. You must use your study e-mail when contacting your lecturers or the administration at UCN. Always remember to write your name and the name of your class when you send an e-mail. You can access your study e-mail via webmail or access it via an e-mail client such as Outlook. You must consider the study e-mail as your work mail, and we expect you to read your mail daily.

Moreover, your schedule is published directly to your Outlook calendar – another reason to check it daily! You will be notified if there are any changes to your schedule.

3.3 TimeEdit

Your schedule is first published on TimeEdit before being transferred to your Outlook calendar. For the sake of convenience, we recommend treating your calendar as your schedule. You must, however, use TimeEdit to reserve group rooms.

4. First semester

At the centre of the first semester is the development of your professional, social, and personal competences. The goal of this semester is to support your participation and involvement as a student, in relation to your own and your colleagues’ learning.

We expect that you all actively contribute to creating a good study environment and solidarity in your class. The long-term goal is that you all, as students, mature into being able to make both independent assessments and decisions within the subjects of the education, and to be able to develop solutions through collaborating with others.

4.1 Learning objectives

The learning objectives for the programme’s first semester are a part of the curriculum’s national section. Each programme element has its own learning objectives for knowledge, skills, and competences, which can be found in the national curriculum. The learning activities facilitate the progression from knowledge to skills to competences.

The first semester of the programme consists of two programme elements, as formally described in the national curriculum:

Design and programming of digital user interfaces 1

Design and programming of digital content 1

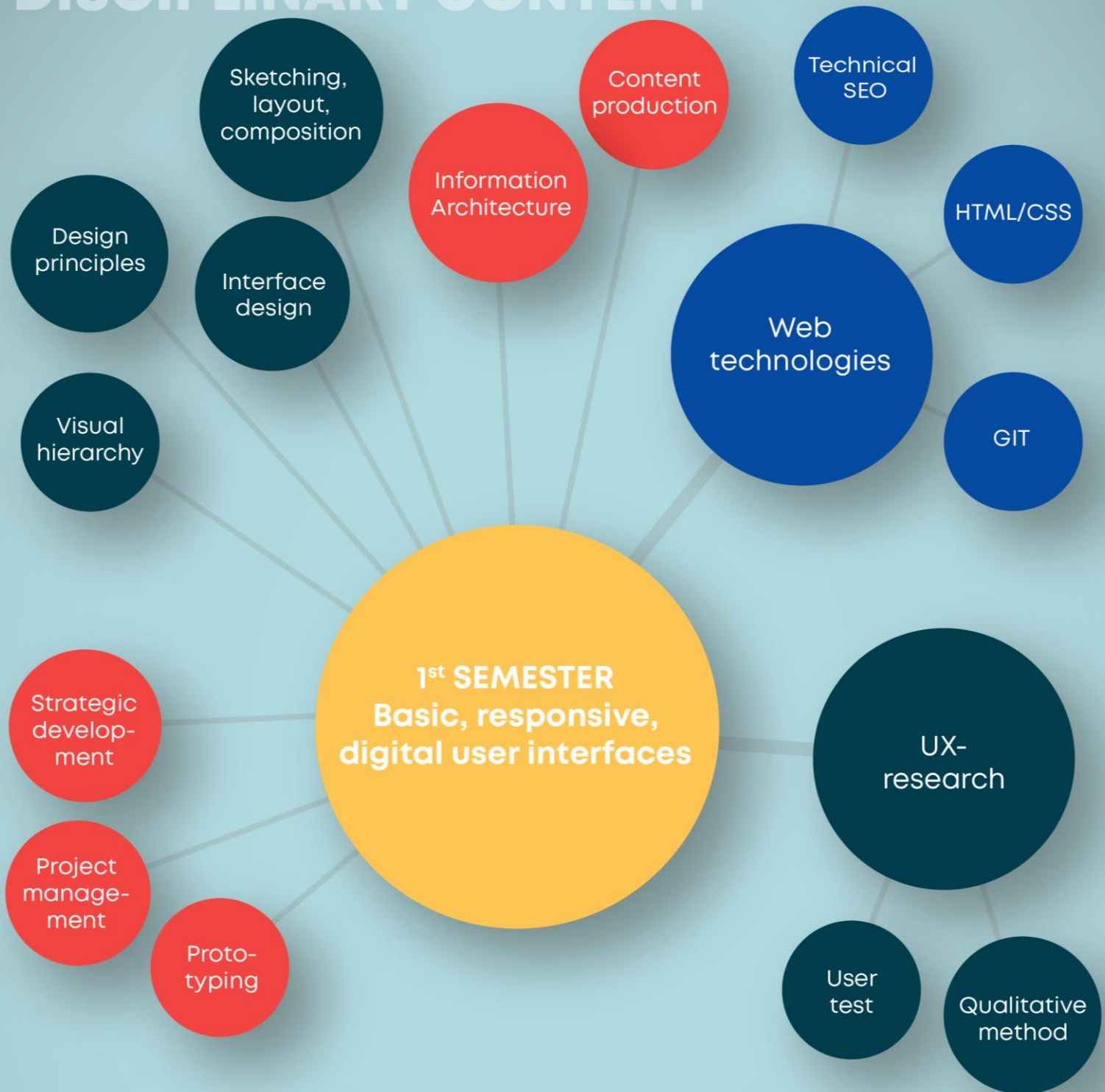
4.2 Content

Under each programme element, you will find a series of subjects which can also be found in your schedule, lesson plans and theme plans.

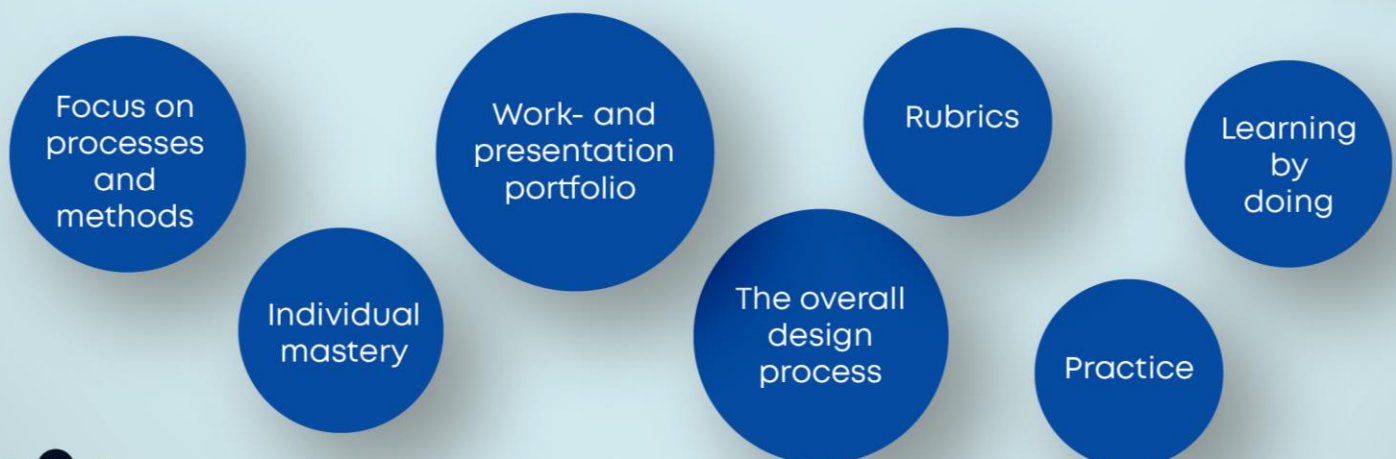
On the following page is a visualisation of the content and learning approach for the first semester, followed by a more detailed description of the subjects and disciplinary content from both programme elements.

The learning approach is described in section 5.

DISCIPLINARY CONTENT



LEARNING APPROACH



4.2.1 Design and programming of digital user interfaces 1

You will learn the technical and practical aspects of building websites, including planning, designing, developing, and testing the interface. We will cover two different but connected coding languages (HTML5 and CSS3) and, towards the end of the semester, a brief introduction to JavaScript as a front-end programming language. Moreover, you will learn a series of essential aesthetic principles regarding the use of form, colour, and structure, focusing on digital design and interface design. During the first semester you will learn to plan and manage a multimedia production in relation to quality, time, and resources, among others. You will learn a specific development method as well as about the legislation in terms of copyright.

The subjects covering this content are:

- DPB: User experiences. User-centred design
- DPB: User interfaces. Development methods
- DPB: User interfaces. Design principles
- DPB: User interfaces. Structure and technology

4.2.2 Design and programming of digital content 1

During the first semester you will achieve fundamental understanding of users and media. You will learn how to research users to plan and produce content and information architecture based on user needs, thereby improving the general user experience. Specifically, you will work with information architecture and content production to ensure that your multimedia productions function optimally in relation to users. This also includes producing and presenting visual content (text and images) in the interface. Moreover, you will be introduced to the organisational foundation of multimedia companies, as well as the multimedia designer's tasks and roles within such companies.

The subjects covering this content are:

- DPI: User experiences. User-centred design
- DPI: Content production. Architecture and content
- DPI: Business. Strategic development
- DPI: User interfaces. Visual presentation

4.2.3 Additional academic content

In addition to the content directly related to creating multimedia products, some of the academic content is dedicated to supporting your learning, development and general approach to problem solving. You will learn the fundamentals of project work, including working systematically to solve concrete problems through digital solutions as well as writing academic reports to both document and argue for your process. As well, you will be introduced to the UCN library as a resource for valid academic materials and a tool for independent immersion. You will also participate in a workshop regarding study techniques so that you can overcome the most common challenges of being a student, and become even better at learning. Lastly, Insights will provide you with a profile detailing your professional preferences and will serve as a tool for reflection, collaboration, and development.

4.3 Structure

Lectures and assignments are divided into themes with the duration of 4 to 5 weeks. It is important to bear in mind that the lectures always have a broader scope than that of the theme, meaning that what you learn during one theme can and should be used in the future.

At the start of a theme, you will find a theme plan on Teams, which describes in detail the theme's assignments and lectures with required reading. A typical day of lectures is dedicated to one or two of the education's subjects. There will occasionally be whole or half study days which can be used for portfolio or project work, thoroughgoing study, reading and practicing skills. Generally, there are two lecture "blocks" scheduled per day: one in the morning from 8:30 until 11:45, and one in the afternoon from 12:15 until 15:30.

The lectures can be structured in many ways; during the first semester you will experience more traditional lectures, exercises, group work, class presentations, workshops and more. A part of the lecture is always dedicated to guidance, so that you and your group have support related to understanding the content of the lectures and solving assignments. This gives the opportunity for close contact with the lecturers and time to work on the theme's assignment or project throughout the day.

Apart from the guidance offered in connection with the lectures, you will also be offered individual guidance and exam guidance in groups. The individual guidance is a personal conversation between you and your class coordinator, focusing on your professional and general well-being. Exam guidance is offered in relation to exams and will provide you and your group with feedback regarding your problem-based portfolio and project work.

Each theme ends with an evaluation where you and your group receive feedback on your work and learning, as well as input regarding areas to focus on for your future learning.

There are in total four themes during the first semester, including a semester project that ends with an internal exam in January.

4.3.1 Theme 01 (week 35-39)

Theme 01 focuses on introducing you to the subjects and core competencies of the Multimedia Design programme, as well as gaining basic skills and a basic understanding of the aforementioned. Most of the content is focused on design and programming, but also on user and media understanding as well as project management tools. You will work individually on solving concrete assignments called "rubrics" and learn to use both work and presentation portfolios. Lastly, you will be placed in a study groups where you must spar with other students from your class. During this theme, there are also study start activities that you can take part in, as well as a study trip with both classes on the 16th and 17th of September.

4.3.2 Theme 02 (week 40-44)

Theme 02 still focuses on skills, knowledge and understanding within the different subjects. You will still be working with concrete assignments for each subject, but there will also be an overall cross-disciplinary assignment that you must submit at the end of the theme. You will continue working with work and presentation portfolios. The cross-disciplinary assignment is based on a case and will be introduced once you are far enough along in the theme. The focus here is that you learn to use all subjects together. As with Theme 01, you will be placed in new study groups for you to learn to work in new situations and to get to know your classmates.

4.3.3 Theme 03 (week 45-49)

Theme 03 also includes lectures from all subjects and the lectures become gradually more complex and theory-based, though still emphasising practice. You will still work with “rubrics” and use work and presentation portfolios. The lecturers will place you in a project group of 4 members since you will now begin problem-based project work. Towards the end of the theme you will (as a group) submit a product in the form of a multimedia solution, and a report which documents your work and also contains your arguments for your choices based on theories and methods.

4.3.4 Theme 04 Multimedia Production 1 (week 51-3)

This theme is an exam period with relatively few lectures, as you must work on your first ex-am project where you will be assessed on the learning objectives from both programme elements (more information below).

4.4 Exam

Your first exam, formally named “Multimedia production 1. Development, design and production of basic digital user interfaces”, is an internal, oral, individual exam within the national programme elements. It is based on a written group project (report and multimedia production) and an individual portfolio work. You will receive an exam plan which describes the requirements for the report, product, and portfolio work. Groups must consist of 4 students. Each group will be assigned a supervisor and up to 90 minutes of exam guidance per group member. The exam is graded using the 7-point scale (see curriculum). The oral exam is scheduled in week 3, 2022.

4.4.1 Exam procedure

The examination is structured as follows:

- The project is presented by the student: 5 minutes per student
- Examination in project and portfolio assignment: 15 minutes per student
- Deliberations and grading: 5 minutes per student

5. Learning approach for the first semester

All programmes at UCN are based on Reflective Practice-based Learning (RPL), which provides the framework for developing your professional, social, and personal skills, including the ability to link practice to theory. The purpose is to get ready for a professional career, where you must a high degree critically and reflexively relate to a changing world. This means that you share part of the responsibility for your learning right from the start and the rest is gradually transferred to you.

At Multimedia Design, we implement the learning approach by putting practice-oriented learning activities in focus throughout the education. During the first semester, you will find that emphasis is placed on processes and methods that both clarify the connection between the different parts of the disciplinary content and ensure that you work systematically towards creating meaningful and coherent digital solutions.

In the beginning, you will receive an introduction to working with a work and presentation portfolio that will support your individual learning throughout the programme. Among other things, they allow both you and your lecturers to track your learning progression and professional development.

We also work with problem-oriented project work, both based on cases and in relation to solving problems for clients from private or public organisations. As a student of Multimedia Design, you will solve many tasks and create many products - individually and in groups. Along the way, you have the opportunity to receive guidance whose overall purpose is to make you reflect on what you do and why. A special form of feedback is the evaluation at the end each theme and which revolves around reflection upon your own learning.

5.1 Study activity

As a student, you are responsible for how much you gain from the education. The lectures are professionally and pedagogically structured to make way for learning, but it is very much up to you to be active and study. This means that we expect you to come to lectures well-prepared and positive, that you engage in the well-being of your fellow students and make an effort to impact the education.

Learning is more than just lectures. Learning is basically an action, requiring involvement and effort on your part. It is not just something that takes place based on teaching and the tasks we ask you to do, but largely based on the effort you choose to add to your learning.

With those expectations come demands. Being a student is a full-time job and the programme at Multimedia Design is prescribed at an average study activity of 41,25 hours per week. There are different forms of study activity, of which some requires a more commitment and independence from you.

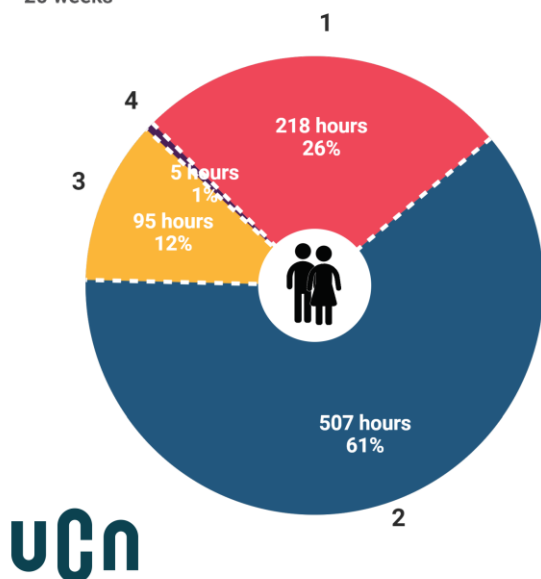
On the following page is a diagram of the "Study Activity Model" (SAM), showing which different activities you, as a student, are expected to self-initiate. There are four different categories, and each semester contains activities from all categories. Overall, it is expected that you gradually show more initiative and take responsibility for your efforts; thus, there will be gradually be more hours allocated to categories 3 and 4 as you progress through the education.

The first semester places many of the study activities in categories 1 and 2 (meaning those initiated by one or several lecturers), but there is also a reasonable number of category 3 activities.

The Study Activity Model

1st semester (Multimedia Design, UCN)

825 hours in total
30 ECTS points
20 weeks



Category 1

The lecturer has primary responsibility for the study activities, and the students have co-responsibility through their preparation and participation. Participation by students and one or more lecturers.

Intro days and Freshman Camp, Lectures with dialogue, exercises and presentations. Assignments with guidance. Study technique, evaluation.
Library intro, Process guidance, Insights
Individual conversations.
Exam

Category 2

The lecturer has primary responsibility for defining the learning activities, and the students have primary responsibility for taking an active part in the planned study activities. Participation by students only.

Assignments and working with rubrics and portfolio.
Project work in groups.
Client meetings. Exercises. Preparation for lectures.
Preparation for presentations. Guidance.

Category 3

Students have primary responsibility for the study activities, and the lecturer has co-responsibility for ensuring appropriate settings for the activities. Participation by students only.

Searching for inspiration and literature. Immersion, individually and in groups.
Sparring with other students
Independent practice and exercises. Exam preparation.

Category 4

Students have primary responsibility for the learning activities, and the lecturer has co-responsibility for ensuring appropriate settings for the activities. Participation by students and one or more lecturers.

Exam guidance

6. Obligation to participate

Obligation to participate is formulated in the institutional section of the curriculum, and it means that there are various elements and activities of the study programme that you are obligated to participate in. We do not go overboard, but it is a signal that studying on this programme must be taken seriously.

During the first semester, your obligation to participate covers the following: submitting your assignments for themes 01, 02 and 03, attending all evaluations for all themes, as well as attending the introduction to the UCN library. Obligation to participate is an exam *prerequisite*. Failure to fulfil one or more of the obligations during the semester means that you *may not participate in the first semester exam*.

Your fulfilment of your obligation to participate will be assessed after the end of Theme 03. If you did not fulfil one or more of your obligations, you will be given the chance to fulfil the prerequisites before the exam and thus participate in it by submitting your assignments and replacement assignments through WiseFlow. You will receive a deadline of two weeks, ten business day, to submit.

If you submit on time and fulfil the form and content requirements, you thus fulfil the prerequisites for participating in the ordinary exam. If you do not submit on time and fulfil the form and content requirements, you may participate in the group work and individual assignment solving in relation to the exam, but *not in the oral exam* and thus *will have used an exam attempt*.

Before the first resit takes place, you will receive a second deadline for submitting the prerequisites. If you submit on time and in accordance with the form and content requirements, you fulfil the prerequisites and may participate in the *oral resit*. If you do not submit, you *use yet another exam attempt*. You will be given a last chance to submit the prerequisites before the second resit. If you do not submit or do not meet the form and content requirements, you *use your last exam attempt, and this will initiate the termination of your enrolment in the study programme*.

Always contact your academic student advisor to hear about your options for dispensation if you fall ill during the semester and it seems that the extent of your illness will impact your possibility of fulfilling your obligation to participate. As well, **always** contact your academic student advisor if extraordinary circumstances (something unexpected that you could not have guarded yourself against, for instance illness or death in your immediate family) impact your possibility of fulfilling your obligation to participate.

6.1 Obligation to participate regarding the first semester

Your obligation to participate will also be mentioned in the theme plans. You are obligated to participate in the following:

- Submitting assignments and projects in connection with themes 01, 02 and 03
- Attending the evaluations at the end of themes 01, 02 and 03
- Attending the introduction to the UCN library

7. Tutors

In connection with starting your studies, you will meet your class tutors, who are third semester MMD students. They will be available with information, guidance, advice and tips and you will meet them at the study start.

In August, you will receive information about who your tutors are.

8. Mentor network

UCN has an extensive mentoring network that supports exchange and collaboration between the programmes and the business community. The mentors are all experienced professionals from the North Jutland business community. All Multimedia Design students are offered the opportunity to receive a mentor. You will be given more information during the first semester and must participate in the activities that are scheduled in relation to this. Once you have attended information meetings and guidance sessions, it is then up to you whether you wish to have a mentor.

9. Study programme council

The programme has a study programme council, consisting of representatives from all classes, both Danish and international, as well as the programme coordinator. The council meets two to three times per semester or as needed. It is the voice of the students in relation to the programme. During the first semester, elections for the study programme council will be held in all new classes.

10. Important contacts within the programme and administration

Within the organisation, the Multimedia Design programme is part of the IT programmes, which also include Computer Science, IT Network and Electronics Technology, Web Development and Software Development. The director of the IT programmes is Jørgen Søgaard Jakobsen.

- **The programme coordinator** for Multimedia Design is Lisbeth Mathiesen – lima@ucn.dk. You can contact Lisbeth with questions about the curriculum and the practical organisation and implementation of the education.
- **The semester coordinator** for the first semester is Costin Găman – cadg@ucn.dk. You can contact Costin regarding information about the first semester on Teams, the semester plan, etc; in other words, the practical implementation of the semester.
- **The class coordinator** for MDE-CSD-S21 is Andrew Philip Rutter – apr@ucn.dk. The class coordinator is your primary contact in connection with absence, personal questions and well-being, study environment, formation of groups and late submissions.
- **The academic student advisor** for Multimedia Design is Dan Høegh – dahg@ucn.dk. Dan can provide guidance in case of academic challenges with studies, opportunities after you finish studying (both in terms of further studies and career options). Always contact Dan if you are in doubt about your choice of studies or are considering leaving the programme.
- **The exam coordinator** is Gergely István Barsi – giba@ucn.dk. Gery is responsible for information regarding exams and assigns supervisors to exam groups.
- **The general and social student advisor** for UCN Technology is Gitte Carstens – gc@ucn.dk. You can contact Gitte if you experience personal challenges which are not rooted in your academic capabilities, but also in conjunction with any thoughts on changing programme. Gitte and has a thorough knowledge of UCN's programmes.
- **The international office** can provide you with assistance and advice during your whole study period regarding your status as a foreign student in Denmark.

- **The service centre** at Sofiendalsvej can help you with all general questions, including those regarding IT issues and SU.
- **The study secretary** is Tanja Skovgaard Kruse – takr@ucn.dk. You can contact Tanja if you have questions regarding the programme or your status as a student.

10.1 Lecturers for the first semester

- Andrew Philip Rutter
- Christine Rom Mertz
- Costin Găman
- Dan Høegh
- Gergely István Barsi
- Kristoffer Wendelboe
- Lisbeth Mathiesen
- Thomas Christiansen

11. Timeline

The following table is a timeline containing the important dates and activities that are part of the first semester. Note that certain dates are subject to change, in which case you will be informed at the appropriate time.

Week	Date	Day	Activity
35	01/09/2021	Wednesday	Start of term
35	02/09/2021	Thursday	Start of Sem 1 Theme 01
36	08/09/2021	Wednesday	Registration for residence permit
37	16/09/2021 – 17/09/2021	Thursday – Friday	Freshman Camp
39	28/09/2021	Tuesday	Submission Sem 1 Theme 01
39	30/09/2021 – 01/10/2021	Wednesday Thursday	Evaluation Sem 1 Theme 01
40	04/10/2021	Monday	Start of Sem 1 Theme 02
41	11/10/2021	Monday	Study technique course
42			Introduction to UCN library
43			Individual conversations with class coordinator
44	01/11/2021	Monday	Submission Sem 1 Theme 02
44	03/11/2021 – 04/11/2021	Wednesday – Thursday	Evaluation Sem 1 Theme 02
45	08/11/2021	Monday	Start of Sem 1 Theme 03
49	06/12/2021	Monday	Submission Sem 1 Theme 03
50	08/12/2021 – 09/12/2021	Wednesday – Thursday	Evaluation Sem 1 Theme 03
50	10/12/2021	Friday	Group formation Sem 1 Theme 04 MMD1
50	13/12/2021	Monday	Start of Sem 1 Theme 04 MMD1
51	13/12/2021	Monday	Deadline exam group formation
51	13/12/2021	Monday	Allocation of exam supervisor
51–1	24/12/2021 – 02/01/2022		Christmas holiday
3	17/01/2022	Monday	Submission Sem 1 Theme 04 MMD1
3	20/01/2022 – 21/01/2022	Thursday – Friday	Oral exam