



EMEX Curriculum at Film University Babelsberg KONRAD WOLF

The EMEX (Emerging Media Exploration) Curriculum has its roots in the namesake Erasmus+ Strategic Partnership Project (<https://www.emerging-media-exploration.eu/>). It is offered by the Creative Exchange Studio of the Film University and gives an introduction into emerging media technologies in the realm of arts and film production. The courses offered originate from different curricula, foremost BA/MA producing and MA Creative Technologies. The courses comprise custom examination criteria to ensure all modules can be studied at BA Level. The curriculum is recommended for 3rd-Year BA students and MA students. Basic knowledge of narrative media technologies, e.g. in coding, 3D-Design, interactive design or interactive storytelling, is recommended.

Erasmus-Curriculum / Emerging Media Minor @ Film University	
Winter Term	
29-34 ECTS possible	
CX Class Workshops (CTech, VFX/VP, FFP)	5 ECTS
Emerging Media Introductions (FFP)	5 ECTS
New Media Formats (FFP) (World Building, Format Development)	5 ECTS
Creative Coding I (depending on skill level) (Ctech)	4 ECTS
Transnational Cinema (FFP) (Transnational 72h intercultural Filmmaking Challenge)	3 ECTS
Pitching and Peer Review (CTech)	1,5 ECTS
Calculation of Post Production & VFX (FFP, VFX)	3 ECTS
Academic Readings (CTech)	2 ECTS
Project Management & Agile Workflows (CTech)	1 ECTS
Project Work (CTech or FFP) (Joining a running student project or research project in the realm of emerging media)	4-10 ECTS possible
Open Research Project (CTech) (Individual student research project, alternative to team project work)	5 ECTS



Optionally further courses from English language open studies programme of the Film university	
Summer Term	
30-35 ECTS possible	
CX Class (CTech, VFX, FFP) Workshop series on current topics of emerging media	5 ECTS
Emerging Media – XR Production (FFP)	3 ECTS
Emerging Media – Realtime Workflows (FFP)	2 ECTS
Mixed Media Lab (FFP) (Digital Storytelling & Digital Media Production)	5 ECTS
Introduction to media technology and post production / Post Production management (FFP, VFX)	5 ECTS
Creative Coding II (needs prior knowledge in coding)	4 ECTS
Pitching and Peer Review II (CTech) (Open Pitching Session for Project & Research ideas)	1,5 ECTS
Project Work (Ctech or FFP) (Joining a running student project or research project in the realm of emerging media)	5-10 ECTS possible
Optionally further courses from English language open studies programme of the Film university	
Introduction to Programming (CTech, VFX)	2-5ECTS

Note: The courses offered are parts of both BA and MA programmes. To make the programme accessible to BA students, BA students have adapted exam criteria fit to their competence level.



CX Class Workshops (FFP_BA_M21 / 4ECTS or FFP_BA_M25 / 5 ECTS)

A series of 1-2day workshops on current topics at the intersection between arts, film production and media technology. Current workshops include Virtual Production, AI in Filmmaking, Photogrammetry, Projection Mapping, Motion Capture, Immersive Storytelling and more. EMEX students visit all workshops that are offered in the respective semester. If less ECTS are needed, it is also possible to attend only a selection.

Graded by: Attendance / pass-fail

Emerging Media Introductions (FFP_MA_M5 / 5 ECTS)

An introduction to the concept of Emerging Media as media that do not yet have established narrative forms, formats and/or production workflows. The course has different core topics each year, focusing e.g. on XR producing, virtual production or AI in film production, while at the same time giving an overview of the landscape of emerging media technologies.

Graded by: Presentation or homework assignment, grades 1-5¹

Emerging Media: XR Production (FFP_MA_M11 / 3 ECTS)

Students learn about basics of XR production, the XR production landscape and get involved into the curation of the XR programme at the Sehsüchte Festival – Europe's largest student film festival.

Graded by: Project work, Presentation or homework assignment, grades 1-5

Emerging Media: Realtime Workflows (FFP_MA_M11 / 2 ECTS)

Introduction to Virtual production or similar realtime applications in film production. Students learn about the artistic potential, technical workflows and budgetary consequences of using real-time engines (e.g. UNREAL, UNITY) in Film and Media Production.

Graded by: Project work, Presentation or homework assignment, grades 1-5

Introduction to media technology and post production (FFP_MA_M10 / 4 ECTS)

Introduction to basic postproduction workflows for video and audio and the their technical foundations: Data Management, Backup strategies, editing, sound design, conforming, grading, mastering.

Graded by: Written exam, grades 1-5

¹ 1 = excellent, 2 = good, 3 = fair, 4 = sufficient, 5 = fail



Post Production management (FFP_MA_M10 / 1 ECTS)

Project Management introduction with focus on post production: Types of planning tools and visualizations, team management, working with parallel assignments, handover between postproduction phases.

Graded by: attendance, pass – fail

New Media Formats (FFP_BA_M15 / 5 ECTS)

Methods for transmedia development, with focus on world building for format-neutral story world development. The output of this course serves as basis for the Mixed Media Lab module.

Graded by: Teamwork creation of a concept/storyworld, grades 1-5

Mixed Media Lab (FFP_BA_M20 / 5 ECTS)

Introduction into digital media storytelling and digital media production. From a storyworld, narratives and suitable media forms are derived to create compelling media content in a team. In the digital media production part, prototyping techniques are introduced and explored to pre-visualize your idea and pitch it to an audience.

Graded by: Teamwork creation of a concept/prototype, grades 1-5

Introduction to Programming (VFX_BA_M07 / 4 ECTS)

Introduction to foundational concepts of programming, algorithmic thinking and data structures. Presentation and reflection of practical application examples in the realm of VFX and Creative Technologies.

Graded by: Programming Assignments, grades 1-5

Creative Coding I (CTECH_MA_M5 / 4 ECTS)

Introduction to coding for visual and auditive arts. Coding language and platform may vary, e.g. processing, or python. Entry-level course, however, a basic proficiency in computer use is required and first experiences with scripting might be helpful.

Graded by: Project work, grades 1-5



Creative Coding II (CTECH_MA_M5 / 4 ECTS)

Coding course with focus on interaction and interfaces. Needs basic coding competence, e.g. in python or another programming language. Introduction to frameworks for interactive installations and generative music, e.g. VVVV, pure Data, Max MSP.

Graded by: Project work, grades 1-5

Transnational Cinema (FFP_BA_M25 / 3 ECTS)

A one-week intensive collaboration on a transnational film production with students from Bournemouth/UK and Lagos/Nigeria with the theoretical backdrop of transnational cinema. After an introduction into the history and narrative paradigms of transnational cinema, students create a film in 72h in small teams in online collaboration with students from the other participating universities.

Graded by: Project work, pass – fail

Note: This course is not part of the regular curriculum and might be replaced anytime!

Pitching and Peer Review (CTECH_MA_M2 / 2 ECTS)

(only winter term)

Open pitching session for presentation and discussion of project ideas. Develop your own project idea, shape it with the feedback of the other students and teachers, learn to discuss and constructively criticize project ideas.

Graded by: Presentation/Pitch, pass – fail

Pitching and Peer Review II (CTECH_MA_M6 / 1-1,5 ECTS)

(same as Pitching and Peer Review, but on a slightly higher level)

Open pitching session for presentation and discussion of project ideas. Develop your own project idea, shape it with the feedback of the other students and teachers, learn to discuss and constructively criticize project ideas.

Graded by: Presentation/Pitch, pass – fail



Academic Readings (CTECH_MA_M4 / 2 ECTS)

Reading and discussing academic research papers relating to current discourses.

Topic in Winter Term: Arts & Humanities

Topic in Summer Term: Computer Science

Graded by: Presentation or homework assignment, grades 1-5

Calculation of Post Production & VFX (FFP_BA_M23 / 3 ECTS)

Calculation of large post production projects, advanced post production management.

Graded by: Presentation, written assignment or written exam, grades 1-5

Project Work (CTECH_MA_M02 / 4 ECTS or FFP_BA_M25 / 5-10 ECTS)

Joining a running student project or research project in the realm of emerging media. The focus is on the practical application and development of skills in a team effort. The project is assigned individually depending on the current projects available and the skills and interests background of the student.

Grading by: Project report, grades 1-5 or pass – fail (as necessary for the sending institution)

Open Research Project CTECH (FFP_BA_M25 / 5 ECTS)

Individual student research project as alternative to team project work. The theme and scope of the project is individually agreed upon with the supervisor.

Grading by: Project work, grades 1-5