| Faculty | 4 - Electrical Engineering and Computer Science |
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| Course Title | Toolbuilding - Interaction in Connecting Cinemas summer term 2021 |
| Number of ECTS credits | 6 ECTS |
| Hours per week (SWS) | 2 lecture + 2 laboratory + 1 supplementary exercise |
| Semester | Bachelor / Summer Term |
| Course objective | Toolbuilding: Exploration, design and development of new ways of digital enhanced interaction between audiences and cinema spaces. |
| Prerequisites | Interest in interaction and participation. Previous experience in media concept development, interaction design, development. |
| Recommended reading | See specific announcements |
| Teaching methods | Lecture, discussion, team work, lab work (practical exercises) |
| Assessment methods | Concept, design and project-oriented original development with accompanying active participation, written concepts and documentation and refection of results. |
| Language of instruction | English |
| Name of lecturer | Martin Koplin |
| Email | Martin.Koplin@lba.hs-bremen.de |
| Link | https://aulis.hs- bremen.de/goto.php?target=grp 1343494 rcodeHNbNaycP6E&client id=hsbremen |
| Course content | How can cinemas and visitors be experienced in a new way using digital tools? How is participation created? It is about toolbuilding and the experimental design, exploration and development of new interaction possibilities for the cinema space, the social communications within it and for new ways of expression possibilities of its visitors. |
| | To do this, approaches from media theory will be learned, reviewed, and used to develop ideas, methods, and tools for digitally supported interaction. |
| | It is also about acquiring an understanding of the relation of concept and impact of digital tools for participation. The course cooperates with the EU project "Connecting Cinemas" about connecting audiences and cinemas in rural regions in Europe. The course will exchange expertise and discuss concepts with the Research Group of Play & Civic Media of the Amsterdam University of Applied Sciences, the M2C Institute (media2culture) Bremen, and the Digital Impact Lab Bremen. |