

Minor program available for Exchange

Maastricht Academy of the Arts - Communication and Multimediasdesign (CMD)

Q1 SEPTEMBER – NOVEMBER

THE NARRATIVE - UNDERGRADUATE COURSE - 15 EC

In the Narrative module, you will learn to develop and shape stories in a multimedia format, utilizing various storytelling techniques. The course explores how storytelling is expressed in books, films, games, and online platforms, with a focus on short stories, films, and interactive narratives. You will conduct an in-depth analysis of the narrative aspects of a feature film and engage in artistic research through various experiments, analyzing them based on literature and case studies. This iterative approach aims to enhance the quality of your story, making it more appreciated by your audience.

You have the freedom to execute assignments according to your vision, allowing for creativity in both content and form. The minor emphasizes experimentation, encouraging you to explore new narrative forms and innovative combinations of analog and digital media.

IMMERSIVE STORY - UNDERGRADUATE COURSE - 15 EC

Virtual Reality fundamentally changes the way we tell and experience stories.

In this minor, you will receive an introduction to the theoretical and technical basis of Virtual Reality from a design perspective. We look at design principles for VR, analyze an existing story, and learn how to design a VR experience for an audience based on that story.

Additionally, you will develop your own concept art in shaping your story. From paper prototyping to high-fidelity prototyping in Unreal.

The project is about designing a VR story based on an existing narrative.

Q2 NOVEMBER – FEBRUARI

THE NARRATIVE - UNDERGRADUATE COURSE - 15 EC

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GAME DESIGN - UNDERGRADUATE COURSE - 15 EC
<i>No description available at the moment.</i>

Q3 FEBRUARY – APRIL

IMMERSIVE DESIGN - UNDERGRADUATE COURSE - 15 EC
<p>In this minor, you will receive an introduction to the theoretical and technical foundations of Virtual Reality from a design perspective. We will examine and research design principles for VR and learn how to design a VR experience for a client and target audience. The course covers everything from paper prototyping to high-fidelity prototyping in Unreal.</p> <p>The project focuses on visualizing interpersonal teacher behavior in a classroom simulation. The central question is: How can a VR simulation be used to make a teacher-in-training aware of their own non-verbal behavior in the classroom?</p>
TRANSITION DESIGN - UNDERGRADUATE COURSE - 15 EC
<i>No description available at the moment.</i>

Q4 APRIL – JUNE

SPECULATIVE DESIGN - UNDERGRADUATE COURSE - 15 EC
<p>Speculative design is dedicated to design for the near future by exploring these transformations. Instead of focusing on problems in the present, speculative design imagines how developments transform over time and affect the future. You combine design vision and practice by building both possible and preferable futures. It opens up ways of thinking about design beyond an immediate attempt to solve current problems and instead sees opportunities to fuel longer-term change in the world.</p> <p>In this course, you'll choose a recent and relevant development, explore it, translate it back to a tangible level, build a future world around it, and design for it.</p> <p>The inventions you design are translated back to the present, making them interventions. At the end of the course, an exhibition will be open to the general public.</p> <p>Our general theme is The Art of Listening.</p>
INSTALLATION DESIGN - UNDERGRADUATE COURSE - 15 EC
<i>No description available at the moment.</i>