

**Study and examination schedule: Digital Storytelling (DS) - B.A.**

| Study   |  |       |     |              | Examinations         |      |
|---|--|-------|-----|--------------|----------------------|------|
| Sem.  | Modules and associated courses                                       | LF    | SWS | LP           | PL                   | Gew. |
| 1.<br>21 SWS<br>30 LP                           | <b>DS 1.1: Basics of Media Studies</b>                               |       | 5   | 6            | KL 90 / HA / MP / SB | 6    |
|   | Scientific work and self-management                                  | V     | 1   |              |                      |      |
|   | Media history  | V     | 2   |              |                      |      |
|   | Media aesthetics   | V     | 2   |              |                      |      |
|   | <b>DS 1.2: Basics of journalistic methods</b>                        |       | 4   | 6            | SB / PA / HA / PR    | 6    |
|   | Basics of journalistic methods                                       | V + Ü | 4   |              |                      |      |
|   | <b>DS 1.3: Basics of interactive design</b>                          |       | 4   | 6            | EW / PA / PR / SB    | 6    |
|   | Basics of interactive design   | V + Ü | 4   |              |                      |      |
|   | <b>DS 1.4: Fundamentals of moving image technology</b>               |       | 4   | 6            | EW / PA / PR / SB    | 6    |
|   | Basics of moving image technology                                    | V + Ü | 4   |              |                      |      |
| 2.<br>20 SWS<br>30 LP                           | <b>DS 2.1: Media impact</b>  |       | 4   | 6            | KL 90 / HA / MP / SB | 6    |
|   | Media analysis and media psychology                                  | V     | 2   |              |                      |      |
|   | Empirical research methods   | V     | 2   |              |                      |      |
|   | <b>DS 2.2: Audiovisual storytelling</b>                              |       | 4   | 6            | EW / PA / PR         | 6    |
|   | Audiovisual storytelling   | V + Ü | 4   |              |                      |      |
|   | <b>DS 2.3: Interactive storytelling</b>                              |       | 4   | 6            | EW / PA / PR         | 6    |
|   | Interactive storytelling   | V + Ü | 4   |              |                      |      |
|   | <b>DS 2.4: Interactive technologies</b>                              |       | 4   | 6            | EW / PA / PR         | 6    |
|   | Interactive technologies   | L     | 4   |              |                      |      |
|   | <b>DS 2.5: Moving image technology</b>                               |       | 4   | 6            | EW / PA / PR         | 6    |
| Moving image technology II and audio production | L  | 4     |     |              |                      |      |
| 3.<br>20 SWS<br>30 LP                           | <b>DS 3.1: Media markets</b>   |       | 4   | 6            | KL 90 / HA / MP / SB | 6    |
|   | Marketing  | V     | 2   |              |                      |      |
|   | Media systems and media economics                                    | V     | 2   |              |                      |      |
|   | <b>DS 3.2: Interdisciplinary project 1: Cross-media storytelling</b> |       | 8   | 12           | EW / PA / PR         | 12   |
|   | Cross-media storytelling   | V     | 2   |              |                      |      |
|   | Editorial and art direction  | P     | 6   |              |                      |      |
| <b>DS 3.3: WPF 1 (*)</b>                        |  | 4     | 6   | EW / PA / PR | 6                    |      |

| Study                        |  |    |     |    | Examinations         |      |
|------------------------------|--|----|-----|----|----------------------|------|
| Sem.                         | Modules and associated courses   | LF | SWS | LP | PL                   | Gew. |
| 4.<br>20 SWS<br>30 LP        | 1 subject from DS.W1, DS.W2, DS.W3 (see catalog)                                       | L  | 4   |    |                      |      |
|                              | <b>DS 3.4: WPF 2 (*)</b>   |    | 4   | 6  | EW / PA / PR         | 6    |
|                              | 1 subject from DS.W1, DS.W2, DS.W3 (see catalog, not the same subject as DS 3.3/WPF 1) | L  | 4   |    |                      |      |
|                              | <b>DS 4.1: Entrepreneurship</b>  |    | 4   | 6  | KL 90 / HA / MP / SB | 6    |
|                              | Project management   | V  | 2   |    |                      |      |
|                              | Media law  | V  | 2   |    |                      |      |
|                              | <b>DS 4.2: Interdisciplinary Project 2: Transmedia Storytelling</b>                    |    | 8   | 12 | EW / PA / PR         | 12   |
|                              | Transmedia storytelling  | V  | 2   |    |                      |      |
|                              | Editorial and art direction  | P  | 6   |    |                      |      |
|                              | <b>DS 4.3: WPF 3 (*)</b>   |    | 4   | 6  | EW / PA / PR         | 6    |
|                              | 1 subject from DS.W4, DS.W5, DS.W6 (see catalog)                                       | L  | 4   |    |                      |      |
|                              | <b>DS 4.4: WPF 4 (*)</b>   |    | 4   | 6  | EW / PA / PR         | 6    |
| 5.<br>20 SWS<br>30 LP<br>MF* | 1 subject from DS.W4, DS.W5, DS.W6 (see catalog, not the same subject as DS 4.3/WPF 3) | L  | 4   |    |                      |      |
|                              | <b>DS 5.1: Research and Development</b>  |    | 4   | 6  | KL90 / HA / MP / SB  | 6    |
|                              | Future topics of digitality  | V  | 2   |    |                      |      |
|                              | Accompanying scientific research   | L  | 2   |    |                      |      |
|                              | <b>DS 5.2: Interdisciplinary project 3: Free project</b>                               |    | 8   | 12 | EW / PA / PR         | 12   |
|                              | Storytelling for pitches and presentations   | S  | 2   |    |                      |      |
|                              | Free project   | P  | 6   |    |                      |      |
|                              | <b>DS 5.3: WPF 5 (*)</b>   |    | 4   | 6  | EW / PA / PR         | 6    |
|                              | 1 subject from DS.W7, DS.W8, DS.W9 (see catalog)                                       | L  | 4   |    |                      |      |
|                              | <b>DS 5.4: WPF 6 (*)</b>   |    | 4   | 6  | EW / PA / PR         | 6    |
| 6.<br>30 LP                  | <b>DS 6.1: Supervised practical phase</b>  |    |     | 30 |                      |      |
|                              | Supervised practical phase   | B  |     |    |                      |      |
| 7.<br>5 SWS<br>30 LP         | <b>DS 7.1: Bachelor seminar</b>  |    | 3   | 9  | SB / PR              | 9    |
|                              | Bachelor seminar   | S  | 3   |    |                      |      |
|                              | <b>DS 7.2: WPF 7: Open Lab</b>   |    | 3   | 6  | PR                   | 6    |
|                              | One subject, either Open Lab Interactive or Open Lab Audiovisual (see catalog)         | L  | 3   |    |                      |      |
|                              | <b>DS 7.3: Bachelor thesis</b>   |    |     | 15 | BA + KO              | 15   |

|       | Bachelor thesis                       | B  |     |     | 80%          |
|-------|---------------------------------------|----|-----|-----|--------------|
| Study |                                       |    |     |     | Examinations |
| Sem.  | Modules and associated courses        | LF | SWS | LP  | Gew.         |
|       | Colloquium                            | B  |     |     | 20%          |
|       | Totals: SWS, LP and weighting factors |    | 106 | 210 | 180          |

\* In the 3rd-5th semester, two compulsory elective subjects must be chosen from the courses offered in the respective semester. (see appendix "Catalog of compulsory elective subjects"). Further subjects on

offer. MF\* Mobility window

| Sem.               | Catalog of elective subjects                           | LF | SWS | LP |  |
|--------------------|--|----|-----|----|--|
| 3.<br>(2 out of 3) | DS.W1: Storytelling with mixed reality                 | L  | 4   | 6  |  |
|                    | DS.W2: Information visualization and data storytelling | L  | 4   | 6  |  |
|                    | DS.W3: Animation and on-air design                     | L  | 4   | 6  |  |
| 4.<br>(2 out of 3) | DS.W4: Studio production                               | L  | 4   | 6  |  |
|                    | DS.W5: Storytelling in social media                    | L  | 4   | 6  |  |
|                    | DS.W6: Gamification and Serious Games                  | L  | 4   | 6  |  |
| 5.<br>(2 out of 3) | DS.W7: Live production                                 | L  | 4   | 6  |  |
|                    | DS.W8: Nonfictional long formats                       | L  | 4   | 6  |  |
|                    | DS.W9: Immersive storytelling and physical computing   | L  | 4   | 6  |  |
| 7.<br>(1 out of 2) | Open Lab Interactive                                   | L  | 3   | 6  |  |
|                    | Open Lab Audiovisual                                   | L  | 3   | 6  |  |