

Theory 3: Aesthetics of Immersion

Angebot für

Bisheriges Studienmodell > Design > Master Design > Interaction Design > 3. Semester

Nummer und Typ	MDE-VIA-MO-3000.01.20F.001 / Moduldurchführung
Modul	Theory 3: Aesthetics of Immersion
Veranstalter	Departement Design
Leitung	Dr. phil. Björn Franke Max Rheiner
ECTS	4 Credits
Voraussetzungen	For DDE Master Interaction Design students: None ZHdK students from other courses or specializations who are interested in this module can contact Björn Franke in order to discuss possibilities for joining the module.
Lehrform	Seminar
Zielgruppen	Pflichtmodul 3. Semester Master of Arts in Design, Vertiefung Interaktion
Lernziele / Kompetenzen	The seminar investigates the aesthetics of immersion on a visual, literary and experiential. It aims to engage students critically with the topic and its cultural manifestations. Furthermore, the seminar will introduce the students to scholarly methods, to explore and evaluate relevant literature and to critically engage with artefacts, texts and films.
Inhalte	Immersive experiences occur in many forms, from an everyday situation to the experience of engaging with fiction in form of novels or cinema. In every of those situations one encounters a certain experience of being drawn into a situation of setting. In this seminar we investigate the aesthetics of immersive phenomena on a visual, literary and experiential level. Furthermore, the seminar aims to engage students critically with the topic and its cultural manifestations.
Bibliographie / Literatur	Literature will be announced in the seminar.
Leistungsnachweis / Testatanforderung	Active and regular attendance (min. 80%); reading and preparing the weekly reading assignments; term paper; presentations.
Termine	03.03.2020; 10:30–12:00 17.03.2020; 10:30–12:00 24.03.2020; 10:30–12:00 31.03.2020; 10:30–12:00
Bewertungsform	bestanden / nicht bestanden
Bemerkung	The module will be in English, including discussions and literature.