

Media Transformation

Vorlesung Wintersemester 2020–21

Woche 1

Øyvind Eide

oeide@uni-koeln.de

Universität zu Köln

Digital Humanities – Historisch-Kulturwissenschaftliche Informationsverarbeitung

Prof. Dr. Eide



Klips 2

- Must be registered
- If not registered
 - use the 3rd phase!



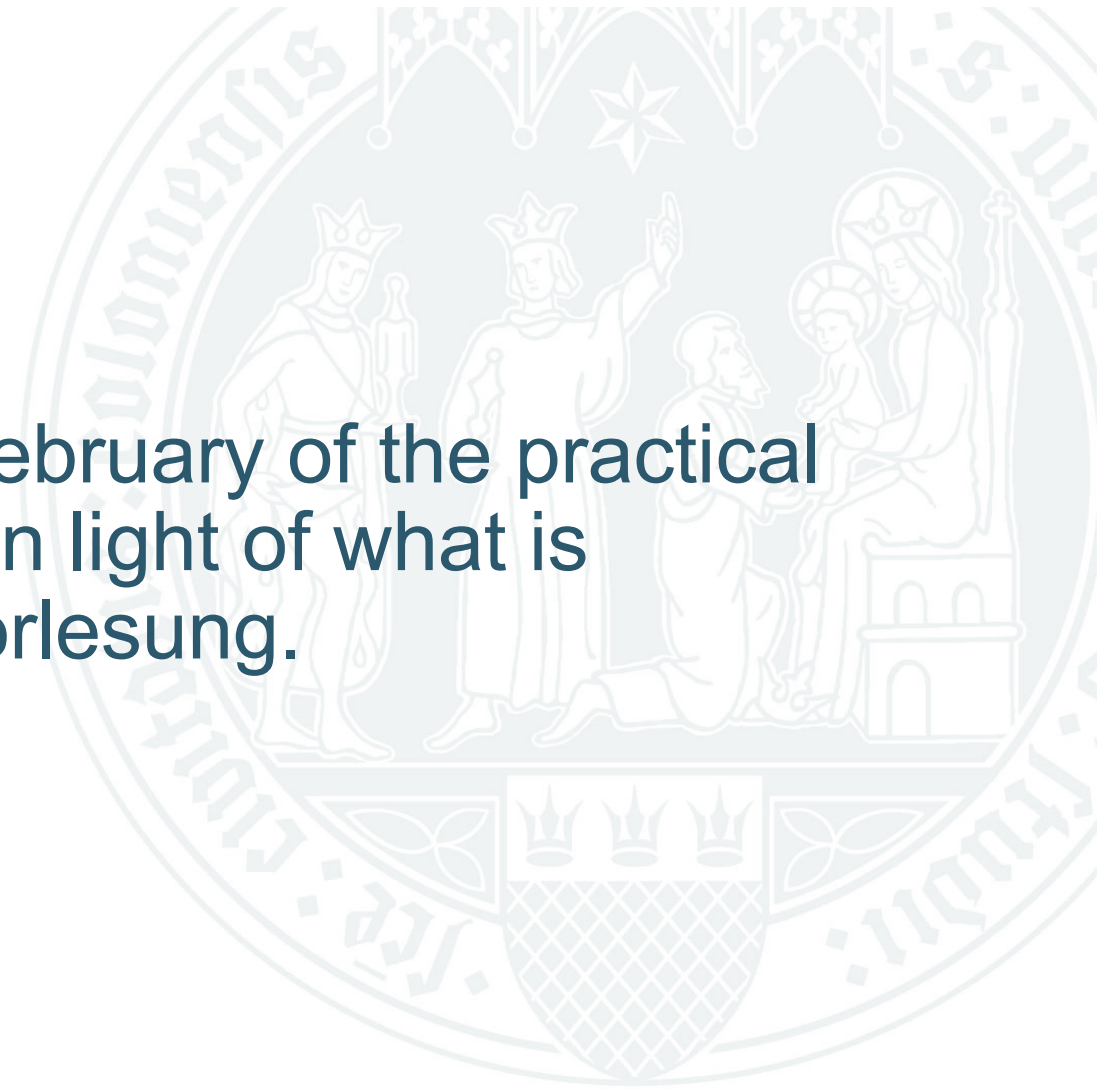
AM3a und b

- Entweder
 - Computergraphik und Visualisierung I
 - Vorlesung (Lang) und Übung (Wickeroth)
- Oder
 - Media Transformation (Vorlesung Eide)
 - Media Transformation I - Developing Virtual Reality Spaces (Übung Wieners)
 - Übung in SoSe
- Kein Vermischen



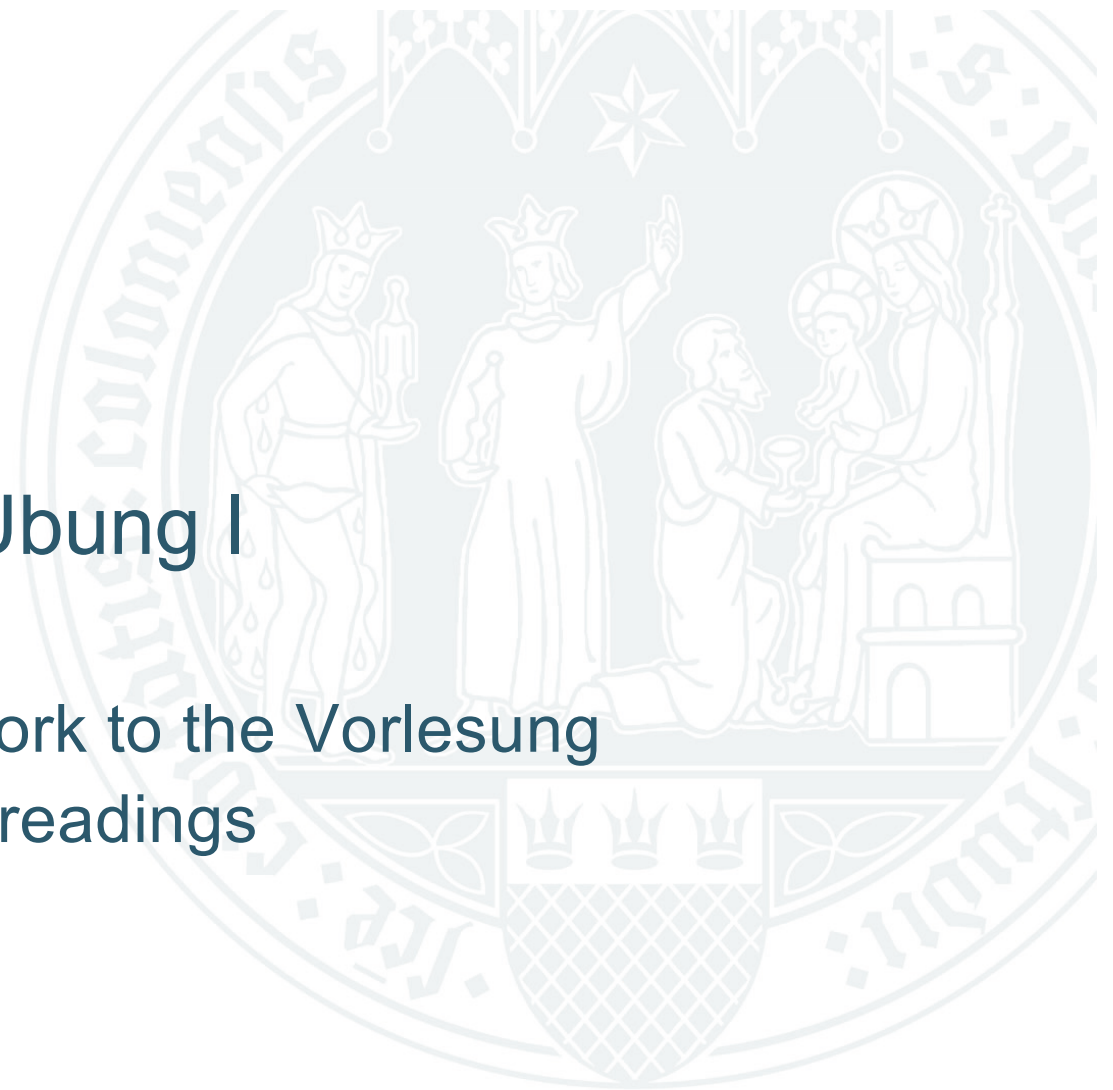
Studienleistung

- A presentation in February of the practical work in the Übung in light of what is discussed in the Vorlesung.



Modulprüfung

- Project work from Übung I
- An essay
 - linking the project work to the Vorlesung
 - connecting with the readings



Vorlesung

- Linked to Übungen
- General background
- Theory
- Historical perspective
- Methodology



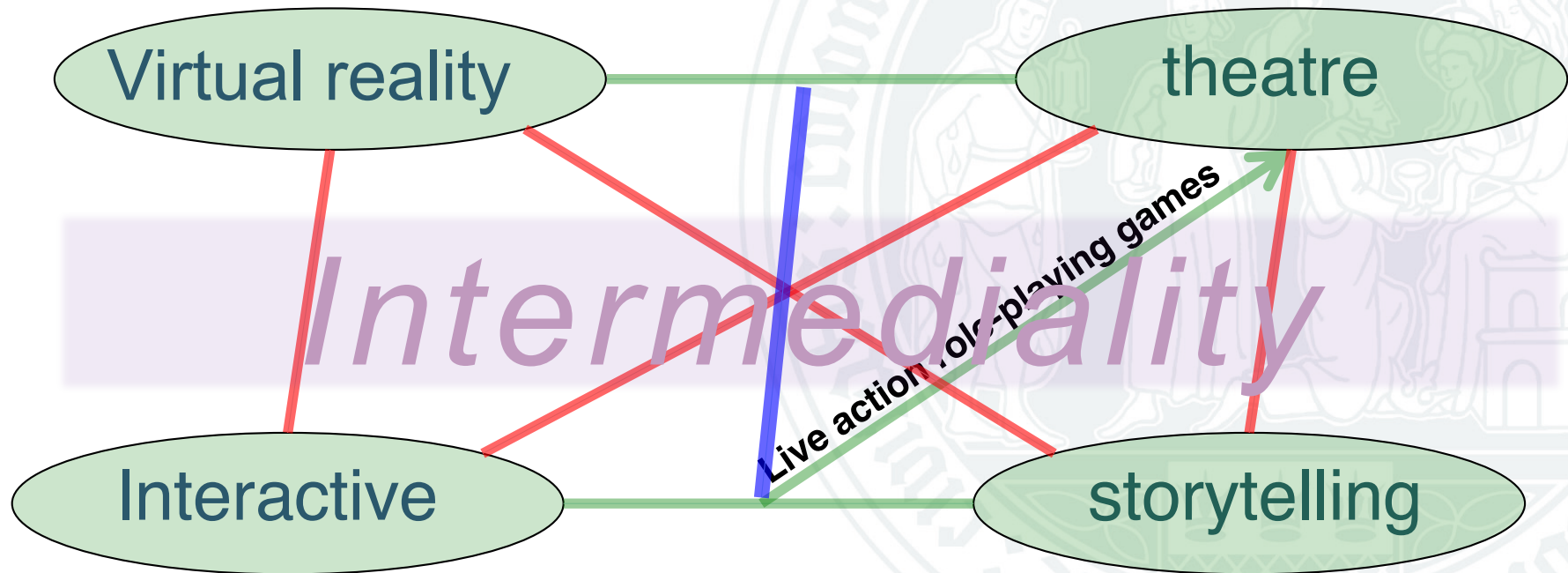
Literature

Ellström, L. (2021). The modalities of media II: An Expanded Model for Understanding Intermedial Relations. *Beyond Media Borders, Volume 1 : Intermedial Relations among Multimodal Media*. L. Elleström. Cham, Palgrave: 3–91.

Eide, Ø. and Z. Schubert (2021). Seeing the Landscape Through Textual and Graphical Media Products. *Beyond Media Borders, Volume 2 : Intermedial Relations among Multimodal Media*. L. Elleström. Cham, Palgrave: 175–209.



The rest of the semester



Modelling

Simulation



Semester plan

- 2020-11-04: Introduction.
- 2020-11-11: Introduction to theme. Texts, images, and other media.
- 2020-11-18: Storytelling and events.
- 2020-11-25: Interactivity.
- 2020-12-02: Looking. The space of the stage.
- 2020-12-09: LARP.
- 2020-12-16: VR and AR.
- 2021-01-13: Exercise: storytelling. Freedom.
- 2021-01-20: Computational theatre research.
- 2021-01-27: Communication and media modalities.
- 2021-02-03: Student presentations.
- 2021-02-10: Student presentations. Summing up.

