

## Degree Programme in Media and Arts (240 cr)

**Study paths: Interactive Media, Music Production, Fine Art**

White background=for all, blue=study path specific courses

Year one	60
Orientation to studies	3
Finnish language (separate courses for Finnish and foreign students)	5
Introduction to interactive media/audio technology/fine art (choose 10 cr package from your own study path)	10
Introduction to interactive media tools/music technology and music production tools/ fine art tools and practices (choose 12 cr from your study path)	12
<b>*Minor pack 1: Game design/Sound Design/Moving Image Students choose first minor from their own paths selection</b>	<b>30</b>

Year two	60
Networked media culture (international studies: e.g Mindtrek, Game seminars)	5
English	5
R&D and Working with customers: User experience design (at Demola) or Working as an Entrepreneur (students' Co-operative)	20
<b>*Minor pack 2 (e.g Visual design, Event production, Drawing and painting)</b>	<b>30</b>

Year three	60
<b>*Exchange / Minor pack 3 (e.g Web Design, Music Production, Applied Fine Art)</b>	<b>30</b>
Working with customers / project, part 2 (Demola or Co-operative)	5
Swedish (for finnish students)	3
International Art and Media Studies (international studies: e.g seminars, international collaboration)	7
Practical training 1&2 (10cr + 5cr)	15

Year four	60
Free choice studies	15
Media analysis and research (3x5 cr)	15
Practical training 3&4 (10cr + 5cr)	15
Thesis	15

**Students choose according to their study path 3-4 professional study modules (30 cr minors, each organized in 4x5 cr courses + 2x5cr projects) during their studies. Choosing studies across paths is possible after first year. Each path implements two minor modules both autumn and spring. This creates a flexible and innovative study plate which enables students to have more options and multidisciplinary content for their studies.**

The minors are:

\*Game Design and Development (Interactive Media), \*Visual Design (Interactive Media), \*Motion Graphics (Interactive Media) , \*Web Design and Development (Interactive Media) , \*Animation (Interactive Media and Fine Art, not every year), \*Sound Design (Music Production) , \*Live Event Production and Technology (Music Production), \*Music Production and Music Business (Music Production), Cultural Export (all paths), \*Photography (Fine Art), \*Moving Image (Fine Art), \*Drawing and Painting (Fine Art), \*Applied Fine Art (Fine Art)