

***MEDIA > MOTION GRAPHICS >  
3D ANIMATION > VIDEO >  
GAME DESIGN >  
ONLINE PUBLISHING***

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Over the past few years, new forms of video production have emerged which are strongly shaped by the opportunities offered by computer-aided production techniques. Films tell their stories in digitally generated artificial worlds. Sometimes these virtual worlds merge with real-world scenarios, graphical and typographical elements or turn into interactive environments providing an augmented experience. This wide range of possibilities is reflected in the diversity of narrative concepts in modern media production.

In the Media Design programme, you will learn about time-based media such as video, 3D animation, motion graphics and their applications in various media formats and channels.

The focus is on practical projects. The relevant knowledge and technical skills will be provided in seminars and workshops. In addition to traditional techniques of video and animation film, you will also learn about the use of digital production and post-production tools.

The course is based on seminars and workshops dealing with the narrative dramaturgy of film, video and computer games. Interdisciplinary

subjects on the use of video in interactive environments and exhibitions as well as business lectures round off the curriculum.

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**FACTS**

- Master of Arts in Arts and Design (MA)
  - Work-friendly
  - 4 semesters / 120 ECTS
  - 12 places per year
  - Language of instruction: German / English
  - Head of Degree Programme:  
Dr. Josef Gründler
  - FH JOANNEUM Graz  
[www.fh-joanneum.at](http://www.fh-joanneum.at)
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## CAREER PROSPECTS

The focus on new narrative forms, the combination of conceptual and design content as well as interdisciplinary aspects provided by the course enable our students to enter a diverse range of careers or specialise in a specific field. They may work in traditional video and film production or in specialist fields of motion design, on-air design, game design and online publishing, or in a number of other interdisciplinary settings.



CURRICULUM: 120 ECTS (30 ECTS per Semester)

1st semester	2nd semester	3rd semester	4th semester
Media Theory	International Design Discourse 1	Future Design Lab	Master's Thesis
Narratives and Dramaturgy	Design & Research 2		
	Leadership Lectures	Design & Research 3	
Psychology of Perception	Project Management	Final Crit	
City of Design - Local Networks		Excursion	
Marketing and Corporate Identities	Dynamic Media 1		
Design Management & Strategic Design		Dynamic Media 1	
Designing with Code	Dynamic Media 1		
Design & Research 1		Dynamic Media 1	
Video Production and Postproduction	Video and Animation 1		
Design & Research 1 (MED)	Story and Visualisation 1	Project Work 3 - Product (MED)	
Project Work 1 - Explore (MED)	Design & Research 2 (MED)		
	Electives Subjects: Interfaces, 3D Design, Sreendesign, Sound and Communication, Audio Production and Postproduction		