CURRICULUM

for

Multimedia Design

Part III: The electives' catalogue.

Commencement 15.08.2019

Content

This curriculum is part of the national curriculum and the institutional part and they must be used together. The national part of the curriculum is the same for all academies that offer this programme, while the institutional part of the curriculum and the electives' catalogue are specific to Business Academy Aarhus.

1. The electives' catalogue.

On the programme the electives are weighted 30 ECTS. Elective elements, learning objectives and the criteria for assessment are described in this elective's catalogue.

The following electives are offered:

- User Experience Specialist (offered in English only) (30 ECTS)
- Content Creator (30 ECTS)
- Frontend Developer (30 ECTS)

Students may also follow electives at other institutions provided that they pay for their own transportation, overnight accommodation, etc.

Summer school

It is also possible to choose a summer school as an elective. The selected summer school must be approved by the programme's head of department before you leave so that prior credit approval can be obtained. Upon approval of the prior credit approval, the programme element is considered completed if it is passed according to the rules of the programme.

The International Office can be contacted for further information.

2. Elective exams

When starting on a programme element, semester, etc., the students will automatically be registered for the relevant exams. Registration for an exam means that one exam attempt has been used. This does not apply to students who are unable to attend the examination due to a documented illness or maternity/paternity leave.

It is always the responsibility of the student to ensure that they have internet access during the exam and that their computer is functional.

All exams are conducted in English for students admitted to the Multimedia Design programme. For all international programmes, all exams are conducted in English. The elective User Experience Specialist is only offered in English, so the exam will also be in English for students admitted to the Danish multimedia programme.

2.1 Completion of the exams

In general, the following applies for all programmes in relation to when an exam has been completed or an exam attempt has been used. If there are deviations for a specific exam, they will appear in the individual exam descriptions below.

Pass / fail exams

If a student has not achieved the mark 02 or higher for an oral or written exam or a combination of this, the exam will not be passed and one exam attempt will have been used.

If exam project was prepared by one student and not passed, the student can choose to work further on the existing project or prepare a new project.

In the event of one student, as part of a group project, not achieving the mark 02 or above, the student can rewrite their section of the joint project, provided the exam is individualised. The student can also choose to write a new project alone, where the rules for the scope and guidelines for individually produced projects apply.

Project not handed in/written answers

If a student does not hand-in their exam project or a written report, one exam attempt will have been used.

The student can choose to work further on their existing project or prepare a new project.

Not participated in the exam/oral examination

If a student hands in their exam project or written answers, but doesn't participate in the oral exam, one exam attempt will have been used.

A new oral exam will be scheduled as soon as possible and the student will be examined in the previously handed in project.

Sickness and re-examinations

The specific time limits appear in each exam description.

Information about the time and place of sick/re-exams can be found on Study Update. This may be the same as the next regular exam. The student is responsible for finding out when the sick and re-exams take place.

Sick exams

A student who has been prevented from taking an examination due to a documented illness or another unforeseen circumstance will be given the opportunity to take a (illness) exam as soon as possible. If it is an exam that is scheduled in the programme's last examination period, the student will be given the opportunity to retake the exam in the same examination period or as soon as possible after. The illness must be documented by a doctor's certificate. The Academy must receive the doctor's certificate no later than three working days after the examination. Students who become acutely ill during an exam must prove that they have been ill on that day.

If the illness is not documented according to the above rules, the student will have used one examination attempt. The student must pay the cost of the doctor's certificate. Requirements for the doctor's certificate can be found on the website under 'Worth knowing about exams'.

Re-examination

With a failed exam, or failure to appear for an exam, the student is automatically registered for the re-examination, provided that the student has an exam attempt left. The student is registered to take the exam the next time it is scheduled. The re-examination may be the same as the next regular exam.

The programme may grant an exemption from the automatic registration to an exam provided this is justified by exceptional circumstances, including documented disabilities.

3. Electives on the programme

3.1. User Experience Specialist
Content

The subject element deals with the design and programming of digital user experiences. The subject focuses on the user's experience of the user interfaces and digital content that the student produces. Data is included as a central element in the design process, in the production of a solution as well as in the evaluation of the productions. Technologies are used for the presentation of content and data using a Content Management System. Business understanding and relevant business models are also included in the subject element.

Learning objectives for User Experience Specialist

Knowledge

The student will gain knowledge about:

- the profession and the subject's practice and centrally applied theory and method about digital user experiences including technologies for the design and programming of digital user experiences as well as digital content
- an understanding of the practice, centrally applied theory and method and can understand the profession's use of theory and method for design and programming of digital user experiences, and a project's finances and a multimedia designer's role in the value chain.

Skills

The student will get the skills to:

- apply the subject's central methods and tools for the design and programming of digital user experiences, and can apply the skills related to employment in the profession including user-centred methods of production as well as evaluation of production
- evaluate the real-life issues as well as outline and choose solutions in relation to the design and programming of digital user experiences
- disseminate practice-orientated issues and possible solutions within the digital user experiences to partners and users.

Competencies

The student will learn to:

- carry out development-orientated situations in relation to the production of digital user experiences
- participate in disciplinary and interdisciplinary collaboration concerning the production of digital user experiences with a professional approach
- in a structured context, acquire new knowledge, new skills, and competencies in relation to the profession within design and production of digital user experiences.

ECTS weight

The subject element user experience specialist is weighted 30 ECTS credits.

Elective Exams

The elective contains three sub-exams, as described below:

- Sub-exam 1 - Portfolio (10 ECTS)
- Sub-exam 2 - B2B Encounters (10 ECTS)
- Sub-exam 3 - Advanced User Experience (10 ECTS)

Sub-exam 1 - Portfolio (Elective User Experience Specialist) – 10 ECTS

Learning objectives for the sub-exam 1, Portfolio

Skills

The student will get the skills to:

- disseminate practice-orientated issues and possible solutions within the digital user experiences to partners and users.

Competencies

The student will learn to:

- in a structured context, acquire new knowledge, new skills, and competencies in relation to the profession within design and production of digital user experiences.

The exam form and organisation including any formal requirements

The exam is an individual digital written exam containing of a written portfolio report and a digital online portfolio.

Hand in: The Portfolio Report and the Online Portfolio
The online portfolio must be handed-in digitally through the administration system WISEflow according to instructions available on Study Update. An internet link (URL) to an operational website must be included on the front page of the portfolio report.

The online portfolio online must be a maximum of 4 standard pages. A standard page consists of 2,400 keystrokes. Illustrations, figures, etc. and appendices are not included.

- The front page must include the following information:
- The Portfolio, autumn/spring 20XX
- Multimedia Design, Business Academy Aarhus.

- URL for the digital product
- Full name and supervisor's name.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for the student's participation in the exam that the compulsory assignments in the project period have been approved.

The portfolio online must meet the formal requirements and be timely and properly submitted.

Deadlines are provided on Canvas.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. One individual mark is awarded based on an overall assessment of the online portfolio and the portfolio report.

Sub-exam 2 – B2B Encounters (Elective User Experience Specialist) – 10 ECTS

Learning objectives for the sub-exam 2, B2B Encounters

Knowledge

The student will gain knowledge about:

- the profession and the subject's practice and centrally applied theory and method about digital user experiences including technologies for the design and programming of digital user experiences as well as digital content

Skills

The student will get the skills to:

- evaluate the real-life issues as well as outline and choose solutions in relation to the design and programming of digital user experiences.

Competencies

The student will learn to:

- participate in disciplinary and interdisciplinary collaboration concerning the production of digital user experiences with a professional approach

The exam form and organisation including any formal requirements

The exam is an individual oral exam based on a group report and a prototype. It must be apparent how each group member contributed to the report and the prototype. There can only be a maximum of four students in a group.

The exam process

The exam is an individual oral examination, which lasts 15 minutes and consists of:

- Presentation: 5 min.
- Exam: 5 min.
- Deliberation and communication of marks: 5 min.

A link (URL) to the prototype on the internet must be included on the front page of the report. It must be handed-in digitally through the administration system WISEflow according to instructions available on Study Update.

The report must be maximum 15 standard pages per group and must contain a thesis statement and argumentation for the prototype design. A standard page consists of 2.400 keystrokes. Illustrations, figures, etc. and appendices are not included.

The front page must include the following information:

- B2B Encounters, autumn/spring 20XX
- Multimedia Design, Business Academy Aarhus.
- URL for the prototype
- The URL to the source code
- Full name and supervisor's name.

Prerequisites for the exam – submission requirements

It is a prerequisite for the student's participation in the oral exam that the group report has been handed-in on time and is credible, and the student must have participated in the group presentation (see more information about this on Canvas).

The assignment must meet formal requirements and be timely and properly submitted.

It is a prerequisite for taking the oral exam that the student confirm their co-responsibility for the preparation of the project with their signature. This happens when you upload your report to WISEflow. In the report, it must also be apparent how each group member contributed to the report and the prototype

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. One mark is awarded based on an overall assessment of the exam presentation (the presentation and the exam).

Sub-exam 3 - Advanced User Experience (Elective User Experience Specialist) – 10 ECTS

Learning objectives for sub-exam 3, Advanced User Experience

Knowledge

The student will gain:

- an understanding of the practice, centrally applied theory and method and can understand the profession's use of theory and method for design and programming of digital user experiences.

Skills

The student will get the skills to:

- apply the subject's central methods and tools for the design and programming of digital user experiences, and can apply the skills related to employment in the profession including user-centred methods of production as well as evaluation of production

Competencies

The student will learn to:

- carry out development-orientated situations in relation to the production of digital user experiences

The exam form and organisation including any formal requirements

The exam is an individual digital exam which consists of an individually created video and a digital product prepared in relevant web technologies. The digital product can be prepared either individually, or in groups of up to max 4 students.

The video and the hand in with link to the digital product must be submitted on WISEflow according to the deadline in the project description. A URL to an operational internet site must be included in the hand in. In addition, all source code must be uploaded. The Video length is maximum 10 minutes.

The hand in must include the following information:

- Advanced User Experience, autumn/spring 20XX
- Multimedia Design, Business Academy Aarhus.
- URL for the digital product
- Full name and supervisor's name.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. The students are awarded one mark based on an overall assessment of the video and the digital product.

Completion of the exam

The individual sub-exams in the elective must all be passed. The mark for the three sub-exams will appear individually on the diploma and as an overall average for the elective.

3.2. Content Creator
Content

The subject element deals with the design and programming of digital content. The subject focuses on the production of digital content for multiple media platforms. Data is included as a central element in the design process, in the production of a solution as well as in the evaluation of the productions. Technologies are used for the presentation of content and data using a Content Management System. Business understanding and relevant business models are also included in the subject element.

Learning objectives for Content Creator
Knowledge

The student will gain knowledge about:

- the profession and the subject's practice and centrally applied theory and method about digital content and media platforms including technologies for the design and programming of digital user experiences as well as digital content
- and an understanding of the practice, centrally applied theory and method and can understand the profession's use of theory and method for design and programming of digital content, and a project's finances and a multimedia designer's role in the value chain.

Skills

The student will get the skills to:

- apply the subject's key methods and tools for the design and programming of digital content, and can apply the skills related to employment in the profession including user-centred methods of production as well as evaluation of production
- evaluate the real-life issues as well as outline and choose solutions in relation to the design and programming of digital content
- disseminate practice-orientated issues and possible solutions within the digital content to partners and users.

Competencies

The student will learn to:

- carry out development-orientated situations in relation to the production of digital content
- participate in disciplinary and interdisciplinary collaboration concerning the production of digital content with a professional approach
- in a structured context, acquire new knowledge, new skills, and competencies in relation to the profession within design and production of digital content.

ECTS weight

The subject element Content Creator is weighted 30 ECTS credits.

Elective exams

The elective contains three exams, as described below:

- Sub-exam 1: Personal Branding (10 ECTS)
- Sub-exam 2: Storyscaping (10 ECTS)
- Sub-exam 3: Advanced Content Creation (10 ECTS)

Sub-exam 1:   Personal Branding - (elective Content Creator) - 10 ECTS

Learning objectives for the sub-exam 1, Personal Branding

Skills

The student will get the skills to:

- evaluate the real-life issues as well as outline and choose solutions in relation to the design and programming of digital content.

Competencies

The student will learn to:

- in a structured context, acquire new knowledge, new skills, and competencies in relation to the profession within design and production of digital content.

The exam form and organisation including any formal requirements

The exam is individual and consists of a written report as well as a digital product, compiled in Wordpress

An internet link (URL) to an operational Wordpress site must be included on the front page of the report. It must be handed-in digitally through the administration system WISEflow according to instructions available on Study Update.

The report must be a maximum of 8 standard pages. A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

The front page must include the following information:

- Personal Branding, autumn/spring 20xx
- Multimedia Design, Business Academy Aarhus.
- URL for the digital product
- Full name and supervisor's name.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for taking the exam that students confirm their co-responsibility for the preparation of the project with their signature. This happens when you upload your report to WISEflow.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. One individual mark is awarded based on an overall assessment of the student's written report and the digital product.

Sub-exam 2:   Story scaping (elective Content Creator) – 10 ECTS

Learning objectives for sub-exam 2, Story Scaping

Knowledge

The student will gain knowledge about:

- the profession and the subject's practice and centrally applied theory and method about digital content and media platforms including technologies for the design and programming of digital user experiences as well as digital content

Skills

The student will get the skills to:

- disseminate practice-orientated issues and possible solutions within the digital content to partners and users.

Competencies

The student will learn to:

- participate in disciplinary and interdisciplinary collaboration concerning the production of digital content with a professional approach.

The exam form and organisation including any formal requirements

The exam is an individual, oral examination based on a written group project and a digital product produced in WordPress. A group project, consisting of 3 to 4 students, must be prepared. The individual, oral exam is an oral examination based on the product and report.

The exam process

The exam is an individual, oral examination, which lasts 20 minutes and consists of:

Individual examination: 15 min.

Deliberation and communication of marks: 5 min.

An internet link (URL) to an operational WP site must be included on the front page of the report. In addition, all relevant source code must be uploaded. It must be handed-in digitally through the administration system WISEflow according to instructions available on Study Update.

The report cannot exceed 10 standard pages of text + 5 pages per group member (this means that a group of three can hand in 25 pages maximum). A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

The front page must include the following information:

- Story Scaping, autumn/spring 20xx
- Multimedia Design, Business Academy Aarhus
- URL for the digital product
- The full names of all group members and the supervisor's name.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for the student's participation in the oral exam that the report is credible and that it meets all formal requirements and has been handed-in on time.

It is a prerequisite for taking the oral exam that students confirm their co-responsibility for the preparation of the project with their signature. This happens when you upload your report to WISEflow.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. One individual mark is awarded based on an overall assessment of the exam presentation (the oral exam, the product and the report).

Sub-exam 3: Advanced Content Creation (elective Content Creator) – 10 ECTS

Learning objectives for sub-exam 3, Content Creation

Knowledge

The student will gain knowledge about:

- and an understanding of the practice, centrally applied theory and method and can understand the profession's use of theory and method for design and programming of digital content, and a project's finances and a multimedia designer's role in the value chain.

Skills

The student will get the skills to:

- apply the subject's central methods and tools for the design and programming of digital content, and can apply the skills related to employment in the profession including user-centred methods of production as well as evaluation of production

Competencies

The student will learn to:

- carry out development-orientated situations in relation to the production of digital content.

The exam form and organisation including any formal requirements

The exam is an individual, written exam which consists of a report and a digital content product prepared in relevant technologies.

The exam process

Written hand-ins via WISEflow according to the deadlines in the description of the task.

On the report's front page there must be a link to the to the digital content production. Material which is not available online must be uploaded to WISEflow. This must be handed-in digitally through the administration system WISEflow according to instructions available on Study Update.

The report must be a maximum of 15 standard pages. A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

The front page must include the following information:

- Advanced Content Creation, autumn/spring 20xx
- Multimedia Design, Business Academy Aarhus.
- URL for digital content production
- Indication of whether additional material has been uploaded to WISEflow.
- Full name and supervisor's name.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for the student's participation in the exam that the two compulsory tasks "We Love Data" and "Digital StartUp" have been approved. See a description of this in the active attendance list in the institutional curriculum and on Study Update.

The content of the report must be credible to take the exam. The assignment must meet formal requirements and be timely and properly submitted

It is a prerequisite for taking the written exam that students confirm their co-responsibility for the preparation of the project with their signature. This happens when you upload your report to WISEflow.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. The students are awarded one mark based on an overall assessment of the report and the associated digital products.

Completion of the exam

The individual sub-exams in the elective must all be passed. The mark for the three sub-exams will appear individually on the diploma and as an overall average for the elective.

3.3. Frontend Developer
Content

The subject element deals with the design and programming of digital user interfaces. The subject element focuses on the production of digital user interfaces with the associated content. Data is included as a central element in the design process, in the production of a solution as well as in the evaluation of the productions. Technologies are used for design, programming and addressing the concerns of the development process. Business understanding and relevant business models are also included in the subject element.

Learning objectives for Frontend Developer

Knowledge

The student will gain knowledge about:

- the profession and the subject's practice and centrally applied theory and method about digital user interfaces including technologies for the design and programming of digital user experiences as well as digital user interfaces
- and an understanding of the practice, centrally applied theory and method and can understand the profession's use of theory and method for design and programming of digital user interfaces, and a project's finances and a multimedia designer's role in the value chain.

Skills

The student will get the skills to:

- apply the subject's central methods and tools for the design and programming of digital user interfaces, and can apply the skills related to employment in the profession including user-centred methods of production as well as evaluation of production
- evaluate the real-life issues as well as outline and choose solutions in relation to the design and programming of digital content, digital user experiences and digital user interfaces
- disseminate practice-orientated issues and possible solutions within the digital user interfaces to partners and users.

Competencies

The student will learn to:

- carry out development-orientated situations in relation to the production of digital user interfaces
- participate in disciplinary and interdisciplinary collaboration concerning the production of digital user interfaces with a professional approach
- in a structured context, acquire new knowledge, new skills, and competencies in relation to the profession within design and production of digital user interfaces.

ECTS weight

The subject Frontend Developer is weighted 30 ECTS credits.

Elective exams

The elective contains three exams, as described below:

- Sub-exam 1: Web Applications (10 ECTS)
- Sub-exam 2: B2B Encounters (10 ECTS)
- Sub-exam 3: Advanced Frontend Development (10 ECTS)

Sub-exam 1: Web Applications (elective Frontend Developer) - 10 ECTS

Learning objectives for the sub-exam 1, Web Applications

Knowledge
The student will gain knowledge about:

- and an understanding of the economics of the project and the multimedia designer's role in the value chain.

Skills
The student will get the skills to:

- apply the subject's central methods and tools for the design and programming of digital user interfaces and can apply the skills related to employment in the profession including user-centred methods of production as well as evaluation of production.

Competencies

The student will learn to:

- carry out development-orientated processes in relation to the production of digital user interfaces.

The exam form and organisation including any formal requirements

The exam is an individual written exam report based on a digital product prepared in a group.

The digital product

The digital product must be prepared in in groups of 1-4 students. You must clearly indicate in the digital product, the contribution of each individual group member.

The written individual report

The written individual report must document the development of the digital product and use theories and methods from your teaching.

The report must be a maximum of six normal pages and must contain documentation and reasoning for the technical design of the digital product. A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

On the front page of the individual report, a URL to a version of the digital product must be provided to that it can be accessed online. A URL to the source code where the individual contribution can be found must also be provided. The hand-in of the report is via WISEflow according the guidelines available on Study Update.

The front page must include the following information:

- Web Applications, spring/autumn 20xx
- Multimedia Design, Business Academy Aarhus
- URL for the digital product
- The URL to the source code
- Full name of the student as well as the names of any group members who have helped develop the digital product
- Supervisor's name.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for participation in the exam that the student hands-in a digital product and a written report.

The written report must meet the formal requirements and be timely and properly submitted.

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It is also a prerequisite for participating in the written exam that you, via your signature, confirm that you are responsible for the preparation of the written report and the digital product. This happens when you upload your report to WISEflow.

Criteria for assessment and co-examiner
The exam is assessed according to the 7-point scale and has an internal co-examiner. One mark will be provided on the basis of an overall assessment of the individual report and the individual contribution to the digital product.

Sub-exam 2: B2B Encounters (elective Frontend Developer) - 10 ECTS

Learning objectives for sub-exam 2, B2B Encounters

Knowledge

The student will gain knowledge about:

- and an understanding of the practice, centrally applied theory and method and can understand the profession's use of theory and method for design and programming of digital user interfaces.

Skills

The student will get the skills to:

- disseminate practice-orientated issues and possible solutions within the digital user interfaces to partners and users.

Competencies

The student will learn to:

- participate in disciplinary and interdisciplinary collaboration concerning the production of digital user interfaces with a professional approach.

The exam form and organisation including any formal requirements

The exam is an interdisciplinary, individual, oral exam based on a group report and a digital prototype. The prototype and the group report must be prepared in groups with 3-4 students. The

project must be developed from a case description which is developed in collaboration with an external company.

The oral examination will be based on the group report and the digital prototype. It must be apparent how each group member contributed to the report and the prototype. The students can also account for their own contribution to the development of the prototype and the group report and reflect about this in their presentation.

The exam process

The exam is an individual, oral examination, which lasts 15 minutes and consists of:

- Presentation: 5 min.
- Exam: 5 min.
- Assessment and feedback: 5 min.

On the front of the report, a link to a version of the prototype which can be accessed online, as well as the URL to the source code must be provided. It must be handed-in via WISEflow according the guidelines available on Study Update.

The report must be maximum 3 standard pages per group member, and must contain a thesis statement and reasoning for the prototype design. A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

The front page must include the following information:

- B2B encounters, autumn 20xx
- Multimedia Design, Business Academy Aarhus.
- URL for the prototype
- The URL to the source code
- Full name
- Supervisor's name.

Relevant literature from the 1st -3rd semester can be used. As well as other relevant literature. A bibliography must be included, and every quote, model and/or chart must be referenced.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for the student's participation in the oral exam that the compulsory assignments in the project B2B Encounters has been approved, and that the student has contributed to the group presentation (see more information about this on Canvas).

The content of the report must be credible to take the exam. The report must meet formal requirements and be timely and properly submitted.

It is a prerequisite for taking the oral exam that students confirm their co-responsibility for the preparation of the project with their signature. This happens when you upload your report to WISEflow.

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner. One mark is awarded based on an overall assessment of the exam presentation (the presentation, the report and the exam).

Sub-exam 3:   Advanced Frontend Development (elective Frontend Developer) – 10 ECTS

Learning objectives for sub-exam 3, Advanced Multimedia Production

Knowledge

The student will gain knowledge about:

- the profession and the subject's practice and centrally applied theory and method about digital user interfaces including technologies for the design and programming of digital user experiences as well as digital user interfaces.

Skills

The student will get the skills to:

- evaluate the real-life issues as well as outline and choose solutions in relation to the design and programming of digital content, digital user experiences and digital user interfaces.

Competencies

The student will learn to:

- in a structured context, acquire new knowledge, new skills, and competencies in relation to the profession within design and production of digital user interfaces.

The exam form and organisation including any formal requirements

The project consists of a digital product and a report. The digital product and report can be prepared either individually, or in groups with a maximum of 4 students.

The assignment must meet the formal requirements listed below and must be submitted on time. It must be handed-in via WISEflow according the guidelines available on Canvas.

The report must be no more than 8 standard pages per group member, end each group member's contribution must be clearly indicated. The report must include reflections about the development and design of the prototype as well as reflections about learning in relation to the profession. A standard page consists of 2,400 keystrokes. Illustrations, figures etc. and appendices are not included.

The prototype must be uploaded in a version that is available online and the source code must be made public.

The front page must include the following information:

- Advanced Multimedia Production, autumn/spring 20xx
- Multimedia Design, Business Academy Aarhus.
- Project title
- URL for the prototype
- The URL to the source code
- Full name of the student as well as the names of any group members
- Supervisor's name.

Prerequisites for the exam – active attendance and submission requirements

It is a prerequisite for the student's participation in the exam that the compulsory task for the digital portfolio in the 3rd semester has been approved no later than 14 days before the hand-in of the report.

The content of the report must be credible to take the oral exam. The assignment must meet formal requirements and be timely and properly submitted

Criteria for assessment and co-examiner

The exam is assessed according to the 7-point scale and has an internal co-examiner.

One mark is awarded based on an overall assessment of the exam presentation (the digital product and the reflection report).

Completion of the exam

The individual sub-exams in the elective must all be passed. The mark for the three sub-exams will appear individually on the diploma and as an overall average for the elective.

4. The use of aids and assistance

During exams, all aids and assistance, including electronic devices, are allowed, unless a ministerial order or curriculum for the specific programme specifies restrictions for use.

Any rules for limitations in the use of aids will be apparent from the description of the individual exam.

5. Commencement

Commencement

This institutional part of the curriculum, the electives' catalogue is valid from 15.08.2019 and applies to all students. At the same time, the previous the electives' catalogue from August 2018 is no longer valid.

Transitional scheme

Students who are admitted before and after 15.08.2019 must follow this electives' catalogue from 15.08.2019, however, any exams started before 15 August 2019 must be completed according to the earlier electives' catalogue by 1.2.2020.