课程简介的中英文模板

DS226. 循环再生产品设计：体验（3）

在本课程中，学生将学习基于时间的数字媒体分析和制作的基础。 本课程在"从摇篮到摇篮"和循环经济的框架下，探讨如何在数字媒体中重复使用和回收现有材料。 学生将考虑现实情况，寻找需要产生基于时间的、无形的数字媒体体验的设计机会。 除了学习数字媒体编辑的基础知识外，学生还将参与英语课堂讨论，并以个人和小组为单位工作，学习分析已有的数字媒体体验，并完成有挑战性的作业以制造属于他们自己的创意数字媒体体验。

技能：转化构想，重复使用

DS226. Circular Products: Experience (3)

In this course, students will learn the foundations of time-based digital media analysis and production. Using the framework of 'cradle to cradle' and circular economies, this course will ask how reusing and recycling of pre-existing materials might look like in digital media. Students will consider real-world situations for opportunities of design that require the production of time-based, intangible digital media experiences. In addition to receiving the basics of digital media editing, students will engage in English-language classroom discussion, they will work both individually and in groups, they will learn to analyze pre-existing digital media experiences, and they will receive demanding assignments to produce their own creative digital media experiences.

Skills: translational envisioning; reuse

Name of Instructor: Marcel Sagesser

Signature of instructor:

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