

Course catalogue 2026

OVERVIEW

Exams and ECTS on MMD 3rd semester:

Course	ECTS	Exam	Grading
CMS (mandatory)	7,5	Internal	(CMS + DM) 7-point scale
Digital Marketing (mandatory)	7,5	Internal	(CMS + DM) 7-point scale
DTP Adobe (elective)	5	Internal	7-point scale
Game experiences (elective)	5	Internal	7-point scale
Basic development environments (elective)	5	Internal	7-point scale
Advanced JS Apps (elective)	5	Internal	7-point scale
Drone pilot for video (elective)	5	Internal	7-point scale

COURSES

There are two mandatory courses on Multimedia Design 3rd semester, CMS and Digital Marketing, that all students must attend.

You also get to choose three electives you want to follow, meeting a total of 15 ects.

DEADLINE

You must choose your three preferred elective courses by Monday week 20. If you fail to do so (choose more/less than three courses or fail to meet the deadline) you'll administratively be assigned random courses.

DISCLAIMER

We can't guarantee that all the elective courses will be created - it depends on the number of participants for each course.

In case of very low enrollment numbers it is a possibility that an elective course is cancelled. In that case of events you'll be asked to choose an alternative.

COURSE DESCRIPTION

In the following course catalogue, you'll get a brief introduction to each course, a list of the learning objectives and examination style.

The descriptions are tentative, so there might occur minor changes or elaborations.

The first two courses described, CMS and Digital Marketing, are mandatory and you'll follow these courses in your original classes DK and INT.

The examination for the mandatory courses

Internal oral exam of 20 minutes duration based on a project that's build throughout the semester. The exam has the form "known questions", where the students gets all the questions in advance and prepare them at home. At the exam one question is drawn and answered without additional preparation time.

The timeframe is:

- 7 minutes for presentation (I might ask questions here as well)
- 8 minutes for questions that might cover the entire project
- 5 minutes for voting and grading

See Moodle for more information about the 3rd semester exam project.

Mandatory courses 7,5 ECTS

CMS (mandatory)

Content

The purpose of this course is to get a deeper understanding of capabilities inside Wordpress including child-theme development, security and Search Engine Optimization.

The purpose of this course is to develop the knowledge, skills and competencies of the student to understand the role of Content Management Systems when developing web applications. Furthermore, the aim of the course is that the student achieves a solid skill in handling and managing Wordpress websites from the installation, template design, implementation, configuration and further development.

Learning objectives

Knowledge

The student must have knowledge of:

- The importance of Search Engine Optimization and how to implement it using Wordpress.
- Different types of cyberattacks a website can be compromised with and defenses to avoid it.
- How to manage a Wordpress website with multiple users, roles and capabilities.

Skills

The Student can:

- Handle Wordpress in terms of installation, configuration and modification.
- Implement a custom theme for Wordpress with advanced techniques such as translation and collection of user data.
- Setup, configure and design a Wordpress website for different purposes such as blogs and webshops.
- Apply Search Engine Optimization to a Wordpress-based website.
- Protect a Wordpress website against certain cyber attacks.

Competencies

The student can:

- Manage different types of websites created in Wordpress.
- Autonomously stay informed and acquire new knowledge within international CMS and web application trends as well as other associated innovative technologies related to CMS and web application development.

DIGITAL MARKETING (mandatory)

Content

The purpose of this course is to train the student to be able to understand the background and trends which affects digital marketing and social media.

The student must understand the global social media platforms and the digital macro environment. Digital Marketing strategies, tools and activities will be the focal point of this course.

Learning objectives

Knowledge

The student must have knowledge of:

- Central theories and methods to develop digital marketing and social media
- Selection between different theories and methods, which contributes in realizing the company's digital marketing strategy, including social media strategy
- How to deal with digital marketing, choosing activities and online behaviour.
- Requirements and opportunities for dialogue and commitment in digital marketing including social media.

Skills

The Student can:

- Set up objectives and key areas for the digital marketing strategy of the company
- Evaluate the relevant digital marketing on platforms and social media based on needs and behavior of the target group
- Plan and implement digital marketing activities, like user involvement and use of social media platform
- Set goals and KPIs (Key Performance Indicators) for a company
- Evaluate the potential and opportunities for sale and service of the company's products through digital marketing.

Competencies

The student can:

- Independently transform knowledge and skills to practical solutions within digital marketing and social media activities
- Participate in the development and implementation of a digital marketing strategy

Elective courses 5 ECTS

DTP ADOBE (elective)

Content

The course aims to enable the student to design and develop advanced graphics based on best practices and principles for desk top publishing using Adobe graphical tools.

Learning objectives

Knowledge

The student must have knowledge of:

- best practices and principles of layout and digital design in multimedia production
- relevant tools for designing and developing advanced designs and layouts
- tools and methods for data presentation

Skills

The Student can:

- apply key design tools and advanced processes to multimedia productions
- assess and process graphic material to ensure consistent expressions in a multimedia production
- assess and apply advanced tools and methods in a digital design process
- assess and apply key tools for the design, development, adjustment and maintenance of advanced digital user interfaces

Competencies

The student can:

- handle different kinds of material for the production of advanced digital user interfaces
- join in teams and handle the design and development of advanced digital user interfaces
- autonomously stay informed and acquire new knowledge within international design trends, innovative technologies and advanced digital user interfaces.

The examination

The exam is an individual 5 minute pitch of a 24 hour project and a hand-in DTP portfolio

Exam assessment: 7-point scale

GAME EXPERIENCES (elective)

Content

This elective course will have a primary focus on the development of 3D games/applications. The student will be introduced to the techniques related to development in a 3D engine. The course will also grant the students familiarity with coding techniques used in the context of development for games. The course will focus on the graphic expression and implementation + coding.

Learning objectives

Knowledge

The student must have knowledge of:

- Interactive and / or digital genres, technologies, formats and platforms, related to computer games and game design.
- User involvement and interactive story design.
- Complex technological and technical issues, including advanced software / hardware and other equipment.

Skills

The Student can:

- Independently design, develop, plan and implement digital interactive media and concepts.
- Plan, organize and manage the processes of creating an interactive digital media solution.
- Use specialized techniques, software and other relevant digital tools in relation to the production and development of interactive media.

Competencies

The student can:

- Become the link between form, content, disciplines and the commercial potential of an interactive media application.
- Enter into professional and interdisciplinary collaboration in the development of interactive media applications and for different media platforms.
- Handle complex and development-oriented production processes.

The examination

Project exam consisting of a functional game and documentation/report.

Exam form:

- Group exam (whole group present)
- 5 min demo/presentation
- 20 min dialogue (Q&A)
- 5 min voting and grade

BASIC DEVELOPMENT ENVIRONMENT (elective)

Content

The purpose of this course is to train the student in multiple areas of web development. The student will be able to understand and use TypeScript syntax for types. To introduce the students to a strongly typed programming language, thus giving them better coding skills and tools for scaling(large) application and workflow. Furthermore acquiring knowledge and skills, in the use of Command Line Interface (CLI), and elaborated usage of Git and GitHub to grasp a better understanding of workflow, version control and collaboration. The course will also cover how to automatically test a website to ensure that nothing breaks with future changes.

Learning objectives

Knowledge

The student must have knowledge of:

- Common knowledge of HTML and CSS
- Relevant knowledge about JavaScript and a JS Framework(e.g., Vue, React)
- What the Command Line Interface (CLI) is and how to use it
- Advanced Git-topics like branches and pull requests

Skills

The student can:

- Research, try and test different code examples within an environment.
- Write basic TypeScript syntax and declare Types
- Setup and use TypeScript in a JS framework (e.g., Vue, React)
- Implement and run automatic UI tests in different browsers
- Setup a development environment centered around continuous integration and delivery
- Utilize the development environment through the CLI

Competencies

The student can:

- Understand and upgrade JavaScript to Type-

Script and use TypeScript in JS framework (e.g., Vue, React)

- Develop a website with version control and automated UI testing as a part of a CI/CD-based development process

The examination

15 min video divided into 7.5 min for each course subject (kw & tbmh)

No oral examination

ADVANCED JS APPS (elective)

Content

The purpose of this course is to train the student to be able to develop more advanced application with JS frameworks(VueJS), and integrate/connect their application to an external database/API(cloudless/open API).

Using(consuming) these sources as backend services, the students will be taught how to use current cloud technologies with asynchronous/synchronous communication. The student will be able to setup and program basic CRUD web applications and exploring JavaScript's higher order functions, as well as use a modern CSS framework(vuetify, tailwind, etc).

Learning objectives

Knowledge

The student must have knowledge of:

- Common JavaScript-based framework knowledge (VueJS, React, AngularJS, ...)
- Common JavaScript, HTML, (S)CSS understanding
- Relevant knowledge about HTTP, Hosting, FTP, API/Databases
- Relevant knowledge about Command Line Interface (CLI), GitHub

Skills

The student has acquired the skills needed to:

- Set up a development environment: NodeJS, NPM, GitHub, etc
- Understand and use cloud-based communication technology
- Setup/Use a REST API and interact with it through the frontend
- Understanding of the lifecycle hooks and design pattern of the web application and installing plug-ins/add-ons to the framework.
- Creating and Implementing frontend animations

Competencies

The student has acquired the competencies

needed to:

- Choose suitable framework for implementation of web application in a specific project context
- Choose a suitable setup and programming language for implementation of web application in a specific project context
- Developing a solution based on specific project context

The examination

The final grade will be based on an equal part of your exam presentation and dialogue plus your exam product that you have handed in (functional prototype).

Individual examination is 20 min per. student divided into the following structure:

- 5min presentation
- 10min examination
- 5min voting

Group examination is divided into the following structure:

- 5 min per group member for the presentation
- 2 members => 10min presentation as group
- 3 members => 15min presentation as group

Then followed by individual examination and grading with each group member.

DRONE PILOT FOR VIDEO (elective)

Content

This elective qualifies the student to use drones for professional purposes in and outside urban areas.

Use of drones with associated equipment, such as camera & thermography camera for video production and inspection of buildings and installations.

Upon passing the test, the student obtains a drone certificate approved by the Danish Trafik-, Bygge-, og Boligstyrelsen (Transport, Building and Housing Agency), which gives the right to fly a drone up to 25 kg for professional purposes in urban areas. Learning objectives for drones for professional purposes.

Learning objectives

Knowledge:

The student will gain knowledge of:

- rules and laws related to drone piloting in the field
- legislation and ethics regarding privacy
- airspace, other actors, maps, and basic meteorology
- the human factor and principles of good air manpower
- security and communication around drone flying
- drone components and software
- operating procedures before, during and after flight

Skills

The student can:

- plan, perform and document flights in accordance with applicable rules
- assess the condition and safety of the drone and its equipment
- maneuver and operate drones while gathering videos and data material
- communicate with relevant authorities, including the Danish Transport Authority and the Police
- assess factors that have an impact on the operation, including people, weather conditions, emergency procedures, etc.
- edit and present gathered material from drone operations

Competences

The student can:

- handle development-oriented situations in relation to the use of drones
- participate in professional and interdisciplinary collaboration on professional use of drones
- acquire new knowledge, skills, and competencies in relation to the use of drones

The examination

project exam based on completed practical work including written documentation.

Price

The student is responsible for covering the certification expenses (150 dkk)

Limit: Maximum of 15 students