

Module title		Abbreviation
Entertainment History		o6-ENT-Ehi-222-m01
Module coordinator		Module offered by
holder of the Professorship of Media and Business Communication		Institute of Human Computer Media
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	graduate	--
Contents		
In this module, we look at the historical development of media entertainment from end of 19th century up to the present by focusing on famous examples of entertainment offerings. These miles stones are reflected on the background of societal changes and evolving needs and expectations of human beings.		
Intended learning outcomes		
Students learn why certain historical entertainment offerings were new and fascinating in their times and why they became miles stones in entertainment history. They learn that entertainment offerings are able to unfold their impact and their fascination only under certain societal contexts and on background of certain needs of the people.		
Courses (type, number of weekly contact hours, language – if other than German)		
S (2)		
Method of assessment (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
a) oral examination of one candidate each (30 minutes) or b) presentation (15 to 30 minutes) plus written elaboration (10 to 15 pages) or c) portfolio (15 to 20 pages) Language of assessment: German and/or English		
Allocation of places		
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Additional information		
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Workload		
150 h		
Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Master's degree (1 major) Media Entertainment (2022)		