S

Broad education
— scientific research
— artistic skills
— complex projects
— information technologies

Diversity of cultures in Russia
— plenty of teachers
— the most talented students
— students can choose courses from other partners

Multi, inter-disciplinarity
— sound, image, scenario, direction, …

International mobility and collaboration
— teachers and students exchanges
— exhibitions, conferences, projects
— possibility to get a double degree

Integration with the EU programs

W

Digital Art is not defined

Strong entry requirements
— artisitc skills
— different backgrounds
— selection process (applications)

optional studies which balance the level of students

Different systems of Credits and timeframes

Existing educational standard

No existing career paths

Different quality systems
— no external evaluation in the area of Digital Arts

Level of teaching staff
— they come from different fields of art, design and tech.
— no common requirements

O

Increasing the competences of RU unversities in the field of Digital Design

Joint and Double degrees, more mobility

Interaction within the universities network

Developing the field of Digital Design

Incubate startups and create EU media culture

Opportunities of employment abroad

T

We won't be able to develop a single curricula

Legistlation can change

Existing statdards are not fulfilled

Prices for education are unpredictable

Our education is not compatible to European (both for students and teachers)

Attracting students for a new program

Accessibility issues

Action plan

Business requirements (professional community)

Innovation, societal impact

1. Develop learning outcomes
2. Develop requirements to MA thesis — a unified format / same headlines
3. Develop indicators for the whole program
4. Invite experts from partner universities to build Media part of curricula
5. Develop the curricula and content of disciplines
6. Agree on procedures of assessment (feedback from the students, employees)
7. Marketing the program globally

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