

STOCKHOLM UNIVERSITY OF THE ARTS | STOCKHOLMS KONSTNÄRLIGA HÖGSKOLA

Syllabus

Introduction to AI in Media Production

Introduktion till AI i medieproduktion

7.5 Credits

Code: FM304G

Grading scale: UG Two-grade scale

Finalized: 2025-05-15, UGN - Nämnden för utbildning och forskning: Utskottet för kursplaner på grundnivå

Valid from: Autumn semester 2025 (2025-09-01)

Level within study regulation: First cycle

Subject group: SM1 Performing Arts and Media

Main field of study with advanced study: SSCMA Performing Arts and Media - G1F First cycle, has less than 60 credits in first-cycle course/s as entry requirements

Disciplinary MM Media 100%
domain:

Education

16 Elective and freestanding course

Determined by

UGN Committee for course syllabi at the first cycle

Eligibility requirements

General entry requirements:

- for studies at first cycle, with exemption from general eligibility in Swedish

Specific entry requirements:

- Elective course: Admitted to education program at SKH, and 30 credits in an artistic subject, or the equivalent.
- Freestanding course: 30 credits in an artistic subject, or the equivalent.

Selection

Elective course: Selection by lottery based on the student's own choice and ranking of courses.

Freestanding course: If there are more eligible applicants than places available on the course, an alternative selection is made based on artistic merit and on the basis of the application documents submitted, in accordance with SKH's criteria at first cycle.

1. The applicant's ability to solve given tasks, problems, or questions.
2. The applicant's creative ability.

Language of instruction

EN English as main language

Course Content

The student acquire knowledge of and apply a selection of practical methods and processes for film and media production from an artificial intelligence (AI) tool perspective. During the course, students reflect on the ethics and sustainability of AI tools within their own artistic practice specifically, and for production processes in film and media in general.

Forms of teaching

Lectures, seminars, workshops.

Learning objectives

After completing the course, the student is able to:

1. describe a workflow for media production that uses AI,
2. identify and analyze sustainable and ethical solutions to production challenges related to the use of AI,
3. plan, communicate, and budget AI tools for a media project,
4. use one or more AI production tools relevant to their own artistic practice.

Examination

(1001) Oral presentation and written assignment, 7.5 credits, regarding learning outcomes 1-4, grades: Pass (G) and Fail (U).

If a student has a decision from Stockholm University of the Arts regarding educational support due to a disability, the examiner may decide on alternative forms of examination for the student.

Course requirements

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Course Evaluation

The course is evaluated in accordance with Guidelines for course evaluations (Riktlinjer för kursvärderingar).

Transitional provisions

The course cannot be included in a degree at the same time as another course whose content wholly or partly corresponds to the content of the course.

In the event that a course has been discontinued or undergone major changes, the student shall normally be guaranteed access to at least three examination opportunities (including the regular examination opportunity) over a period of at least one year, based on the course's previous structure. The same applies to internships and work-based education, but with a limitation to only one additional examination opportunity.

Miscellaneous

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Course literature

for Course, First-cycle

Introduction to AI in Media Production 7.5 hp, FM304G

Valid from: Spring semester 2026 (2026-01-19)

Decided

Pacheco, Dan (2023). *Experimenting with Emerging Media Platforms Field Testing the Future*. London: Routledge.

Pizzo, A. Lombardo V. and Damiano, R (2023). *Interactive Storytelling A Cross-Media Approach to Writing, Producing and Editing with AI*. London: Routledge.