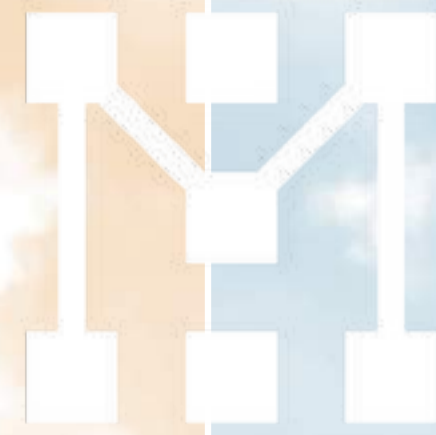


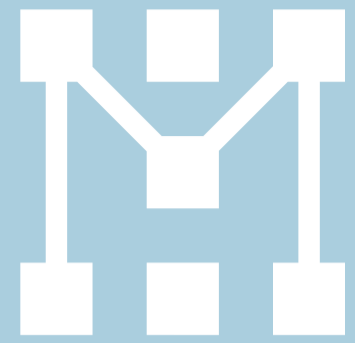
Erasmus+



BUDAPEST
METROPOLITAN
UNIVERSITY

Arts - Cross Media MODULES

www.metubudapest.hu



GUIDE

FOR ERASMUS+ STUDENTS

Dear Students,

This file lists courses available for incoming exchange students in the field of Arts - Cross Media for the Fall semester Academic Year of 2026/2027.

The maximum number of ECTS credits that guest students can take is **30 ECTS**, corresponding to one module. **Please note that there is no possibility to combine or switch between modules.** All courses within the selected module will be automatically registered for you. During the course drop period, you will have the opportunity to withdraw from individual courses you do not wish to complete

When preparing your Learning Agreement (Before Mobility), you can use either the template or the Online Learning Agreement Platform, based on the available module list.

Please carefully review the course information for the selected module, as it provides important details about the courses included.

For communication, please **use incoming.erasmus@metropolitan.hu**.



Cross Media				
Course-unit	Lecture	Practical class/seminar	Requirements	Credit points
Narrative Filmmaking and Visual Storytelling	0	4	P	5
Visual Ecology	0	4	P	5
Wearable Stories	0	4	P	5
Creative Crossover Studio	0	4	P	5
Media Lab Intensive	0	4	P	5
Narrative Spaces	0	4	P	5
Total				30



Program Overview: Cross-Media Creator (Interdisciplinary Intensive)
The Cross-Media Creator Program at the Budapest Metropolitan University (METU) is a pioneering guest student semester designed for the "slasher" generation of future creatives —those who are interested in filmmaking/design/fashion etc. all at once. This program acknowledges that the most exciting innovations today happen at the intersections of established industries. Hosted by the Faculty of Arts and Creative Industries, this intensive semester provides a "total immersion" into the world of multi-platform storytelling and spatial design.

The Philosophy: Interdisciplinary Synergy

The program's core philosophy is built on the concept of "Total Artwork"). We believe that a modern creator should be able to navigate between the physical and the digital, the wearable and the built environment. Students are encouraged to break out of their primary silos to develop a hybrid creative language that is highly sought after in international creative agencies, film production houses, and trend-forecasting firms.

Budapest: The Urban Canvas

A central pillar of the program is the "Budapest Advantage." The city serves as a living laboratory where history and subculture collide: Architectural Inspiration: From the grandiose Art Nouveau palaces that serve as perfect film locations to the Bauhaus heritage that informs our graphic design theory.

The Ruin-Pub Aesthetic: Students explore how Budapest's world-famous "ruin-bar" culture has created a unique form of social and spatial design, repurposing neglected 19th-century courtyards into vibrant, eclectic creative hubs.

A Film Capital: As one of the top filming locations in Europe, Budapest provides students with a professional ecosystem where they can observe how high-budget international productions utilize the city's diverse atmosphere.

Academic Experience & Methodology

The program utilizes the METU myBRAND education model, which focuses on:

1. **Practical Skill-Building:** Hands-on access to professional Media Labs, photography studios, fashion workshops, and 3D printing facilities.
2. **Narrative Thinking:** Every project, whether a garment or an AR filter, is approached through the lens of storytelling.
3. **Mentorship:** International students work in small studio groups led by practicing artists and industry professionals who are active players in the Hungarian and European creative scenes.

Professional Outcome

By the end of the semester, students do not just collect 30 ECTS credits; they produce a Capstone Project that serves as a centerpiece for their professional portfolio. This "Total Artwork" project demonstrates their ability to manage complex workflows across different media, proving their readiness for a professional world that no longer respects traditional disciplinary boundaries.

Marketing Keynote: "Stop choosing between your passions. In Budapest, the Cross-Media Creator program gives you the keys to every studio. From the sewing machine to the design studio, from the film set to the gallery wall—your creative journey starts where the disciplines meet."

Narrative Filmmaking and Visual Storytelling

This course approaches the moving image not merely as a recording of reality, but as a deliberate tool for visual manipulation and dramaturgical vision. In line with the philosophy of METU's Motion Picture Department, students step into the role of the "image-writer", where technical mastery—lighting, composition, and rhythm—is the humble servant of the story. We explore the deeper layers of cinematic language: how to translate an internal vision or a specific Budapest atmosphere into a universal filmic message. As "slasher" creators, students will learn to navigate the fluid boundaries between high-end cinematic aesthetics and experimental video art.

Visual Ecology

In this course, we redefine "ecology" not merely as a dynamic of the natural world, but as the sustainable circulation of images, messages, and visual debris. Following the core philosophy of METU's Graphic Design and Photography programs, we challenge the "slasher" creator to address the ethical responsibility of the maker in an era of digital overproduction and visual noise. Through the lens of artistic research, students will explore how a designer or photographer can act as a "visual ecologist"—consciously choosing tools that range from tactile, analog mark-making to low-impact algorithmic image generation.

Wearable Stories

This course invites students to look beyond the silhouette and treat the garment as a conceptual interface. In the spirit of the METU Fashion and Textile Department, we don't just design clothes; we construct identities and map personal narratives onto the body. Drawing inspiration from contemporary art and the "slasher" creator's fluid boundaries, this workshop focuses on the narrative power of materials. We explore how a textile can become a storyteller—whether through its tactile memory, its cultural heritage, or its digital afterlife.

Creative Crossover Studio

An experimental workshop where students merge two or more creative disciplines (e.g., fashion and photography, or graphic design and space). The focus is on finding a unique visual language at the intersection of different media.

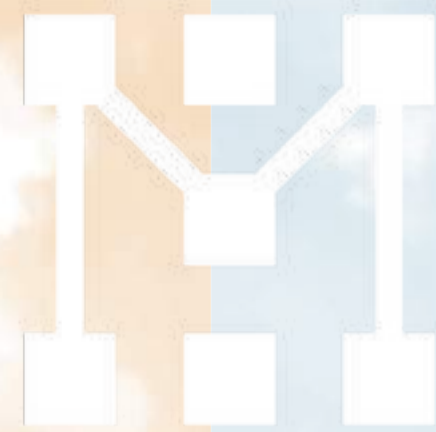
Media Lab Intensive

This is a hands-on workshop designed for creators who want to master the tools of modern visual alchemy. The course moves beyond traditional filmmaking or photography, treating the "Media Lab" as a playground for cross-platform content creation. Students will dive deep into the technical and aesthetic possibilities of professional studios, learning how to manipulate light, motion, and digital data to create high-impact visual assets.

Narrative Spaces

This course explores the concept of "space" not just as a physical environment, but as a powerful medium for storytelling. In the world of a "slasher" creator, a space can be a film set, a retail pop-up, a runway, or a virtual VR-environment. Students will learn how to "read" existing architectures—such as Budapest's historic courtyards and ruin bars—and how to "write" new stories into them using visual and sensory tools.





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