



Name of subject	Multimedia designing
Entity running the module	The Faculty of Graphic Arts and Media Art, Department of Media Art
Entity for which the module has been prepared	
Module type	Basic module, compulsory module in the field of Media Art (choice of one studio)
Year of study/ semester; mode of attendance	Year 2, semester 4 Second level full-time studies
ECTS credits	20
Module organizer	prof. n. Stanisław Sasak, dr hab. Marek Grzyb, mgr Barnaba Mikułowski
Academic aims	Classes within the module: Multimedia designing constitute a part of training in the field of Media Art. The academic aim is the extended identification of media phenomena in art and designing with special emphasis on individual technical skills.
Module prerequisites	Advanced skills in imaging, digital animation and montage, photography, interactive media and 3D modelling
Learning outcomes with respect to:	
– knowledge	Students acquire extended knowledge in the area of Media Art concerning Multimedia Designing, integrating various areas of perception and media creation, interpretation of the notion of medium in art and its connotations in modern culture.
– skills	Students acquire advanced skills in the area of Media Art concerning analogue and digital recording, editing and image and sound emission techniques, as well as preparation for the creation of their own original artistic expression, the applied tools and conscious media communication.
– personal and social competence	Students acquire competences in the area of Media Art concerning the comprehension of the specificity of Multimedia Designing as well as individual and team work skills.
Module content	Advanced level: 1) Semester 3: selection and broad development of a topic of MA thesis project, with special emphasis on content, form, specificity and the technical means and media, presented in the form of a synopsis and auxiliary materials (storyboards, preliminary recordings). 2) collection of information, identification and acquisition of required knowledge concerning a selected topic 3) Semester 4: practical execution of the diploma project on the selected topic 4) interdisciplinary cooperation with representatives of other disciplines of science and art, if the selected topics and required scope of knowledge and competences go beyond the field's scope
Module form and number of module hours	Classes in artistic studios, individual "master - student" classes, individual and group projects, lectures / 180 hours /semester
Assessment methods and criteria	40% task performance / active participation in classes / project execution / work-in-progress reviews 60% open work review at the end of the semester
Assessment type	Graded pass
Literature	pod redakcją: Katarzyna Kuropatwa i Dagmara Rode "Nie/Obecne Granice", pod redakcją: Igor Borkowski i Aleksander Woźny "Nowe media - Nowe w mediach", Andrzej Gwóźdź "Pejzaże audiowizualne", Piotr Zawojski "Elektroniczne obrazoswiaty - Między sztuką a technologią"/ uzupełniająca - miesięczniki poświęcone mediom i projektowaniu medialnemu: Computer arts, Computer arts projects, 2+3D, GRAPHIS, DOMUS
Notes	Computer, Internet, photographic camera and digital camera, multimedia projector, greenbox-type studio
Language of instruction	Polish language; it is possible to communicate in English and French too