



<b>Name of subject</b>	Intermedia activities
<b>Entity running the module</b>	The Faculty of Graphic Arts and Media Art, Department of Media Art
<b>Entity for which the module has been prepared</b>	The Faculty of Graphic Arts and Media Art, Department of Media Art
<b>Module type</b>	Basic module, compulsory module in the field of Media Art, specialty: Photography
<b>Year of study/ semester; mode of attendance</b>	Year 3/ semesters 5 First level full-time studies
<b>ECTS credits</b>	4
<b>Module organizer</b>	prof. n. Ireneusz Olszewski, dr Agnieszka Jarzab
<b>Academic aims</b>	The activities in the range of the course Intermedia activities are a component of instruction in the direction Media Art. On the fundamental level the aim of the course is recognizing media phenomena in art with special focus on analogous and digital media, researching the integrating relations and structures in the range of analogous and digital media.
<b>Module prerequisites</b>	Fundamental skills in the range of: imaging, animation and editing, photography.
<b>Learning outcomes with respect to:</b>	
<b>– knowledge</b>	The student obtains fundamental knowledge in the area of Media Art in the range of Intermedia activities, integrating diverse areas of media perception and creation, interpreting the concept of intermedia in art and understanding artistic concepts determining the spaces of modern art.
<b>– skills</b>	The student obtains fundamental skills from the area of Media Art in the range of analogous and digital techniques of registration, edition and broadcast of sound and image, as well as gets prepared for creating his/her own original artistic statement, conscious media message. The student consciously utilizes multimedia workshop and is able to take independent decisions concerning the realization of artistic and design works.
<b>– personal and social competence</b>	The student obtains competences in the area of Media Art in the range of understanding the specific nature of Intermedia activities and teamwork.
<b>Module content</b>	<ol style="list-style-type: none"> <li>1. Introduction into intermedia activities from the area of Media Art.</li> <li>2. Working out realization themes.</li> <li>3. Forms of scenarios – the structure, variants, motifs, ideas.</li> <li>4. Presentations, analyses, constructions of related issues, analysis of cultural facts.</li> <li>5. Recognizing and experiencing orders of perception, intermedia transmissions and notations.</li> <li>6. Realizations, evaluations, critique of the successive stages of realization of the project, consultations.</li> <li>7. Analysis of an independent artistic creation.</li> </ol>
<b>Module form and number of module hours</b>	Individual critique, consultations, shows and presentations, workshop practice, realisations of teamwork. Number of module hours: 45 hours / semester.
<b>Assessment methods and criteria</b>	Completed creative process is assessed. Originality, creativity, degree of realizational professionalism, abilities in the range of analysis and synthesis. Student's involvement. Percentage share in the final grade: 40% task performance / active participation in classes / project execution / work-in-progress reviews 60% open work review at the end of the semester
<b>Assessment type</b>	examination review
<b>Literature</b>	Knowledge of descriptive literature on film, video and graphic techniques as well as multimedia computer applications. Knowledge of and orientation in descriptive literature and iconography on new media theory and aesthetics. Recommended literature: Manovich Lev., Język nowych mediów, Warszawa 2006. Chyła W., Szkice o kulturze audiowizualnej. (W stulecie ekranu w kulturze), Poznań 1998. Eco U., Nieobecna struktura, przeł. A. Weinsberg, P. Bravo, Warszawa 1996. Gwóźdź A., Obrazy i rzeczy. Film między mediami, Kraków 2003. Higgins D., Nowoczesność od czasu postmodernizmu oraz inne eseje, przekł. Zbiorowy, Gdańsk 2000. Mc. Luchan M., Zrozumieć media. Przedłużenia człowieka, Warszawa 2004.
<b>Notes</b>	Image and sound recording and reproduction appliances, analogue and digital film editing sets, video and animated film studio. Students have access to a computer studio with Adobe Master Collection.
<b>Language of instruction</b>	Polish language