



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 1, semester 2 /Year 2, semester 3 Second level full-time studies
ECTS credits	4 / sem.
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	General 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 basic skills in the area of Media Art concerning analogue and digital recording, editing and image and sound emission techniques, as well as preparation for their own original artistic expression 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 1: development and execution of an audio-visual project on a topic suggested by the student, with special emphasis on content, form, specificity and the technical means and media 2) collection of information, identification and acquisition of required knowledge concerning a selected topic, and its presentation in the form of a synopsis (drafts, photographs, storyboard, preliminary recordings) 3) 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, seminars, classes / 60 hours /semester
Assessment methods and criteria	40% task performance, active participation in classes, project execution, work-in-progress reviews; 60% open work review
Assessment type	Semester 2 - graded pass / semester 3 - examination review
Literature	podstawowa John Brockman "Nowy Renesans", Konrad Chmielecki "Estetyka Intermedialności", Gestalten - "DATAFLOW" - Visualising Information in Graphic Design, Andrzej Gwóźdź "Pejzaże audiowizualne", Piotr Zawojski "Elektroniczne obrazowości - 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