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	The Faculty of Graphic Arts and Media Art, Department of Media Art
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/ semesters 3 and 4 First level full-time studies
ECTS credits	Semester 3 - 4, semester 4 - 5
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 to identify the media phenomena in art with special emphasis on the aspects of design and functional use.
Module prerequisites	Basic skills in imaging, digital animation and montage, photography, interactive media and 3D modelling
Learning outcomes with respect to:	
– knowledge	Students acquire basic knowledge in the area of Media Art concerning multimedia designing as well as finding, selecting, acquiring, synthesizing and developing information necessary for constructing innovative complex communications
– skills	Students acquire basic skills in independent constructing of artistic and functional audio-visual communications on a technological level / selection and use of proper equipment and software.
– personal and social competence	Students acquire basic competences in multimedia designing, its specificity, as well as personal, team and interdisciplinary work skills
Module content	Elementary level: 1) development and execution of an audio-visual project on a topic suggested by the module operator, with special emphasis on content, form, specificity and the technical means and media
Module form and number of module hours	Number of module hours: 60 hours / sem. Elementary level / classes in a laboratory/ demonstrations and presentations, workshop practice, individual corrections, consultations, project execution /
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 / examination review in semester 4
Literature	Tricia Austin, Richard Doust - "Projektowanie dla nowych mediów", Daniel Arijon - "Gramatyka języka filmowego", / uzupełniająca - miesięczniki poświęcone mediom i projektowaniu medialnemu: Computer arts, Computer arts projects, 2+3D,
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