Name of subject	Interactive media
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, speciality: Photography
Year of study/ semester; mode of attendance	year 1, semester 1 Second level full-time studies
ECTS credits	4 /semester, which corresponds to: 60 (4 hours x 15) – contact hours, 45 – time for task performance and preparation for classes, 15 – preparation for the review
Module organizer	adiunkt I st., dr Maja Wolińska
Academic aims	Classes within the module: Interactive media constitute a part of training in the field of Media Art. The academic aim is the extension and practical application of knowledge and skills in the field of interactive media. Emphasis is placed both on theory and practice. The theoretical part focuses on developing knowledge concerning interactivity in art and it comprises the issues of the history of interactive media, the contemporary use of interaction in the context of time, space and presence. The practical part focuses on the project execution in an environment selected by the students; emphasis is placed both on the technological and conceptual aspects.
Module prerequisites	Completion of first level studies guaranteeing the acquisition of knowledge and skills in the field of interactive media, skills of using any programming language, skills of working with audio and video material, and identification of interactivity in art and in generally understood culture.
Learning outcomes with respect to:	
– knowledge	Students develop their knowledge and technical skills in the field of interactive media. They know the history of interactive media and their influence on modern art. They have theoretical knowledge of the methods and tools of interaction, the phenomena in contemporary culture, important names, events and artefacts. They understand the concept of a medium as a communication. They can execute projects on their own.
– skills	Students develop their skills in programming, creating and designing interfaces, image and sound editing and they prepare for their own artistic expression, making conscious use of the media.
– personal and social competence	Students can make use of and develop their competences in the critical evaluation of the specificity of interactive media in contemporary culture and art. They can plan and manage work on a selected task.
Module content	Theory: interactivity and non-linearity - identification of a notion: history and past, a review of the area of artistic activities in interactive media: network, software art, games, modifications, interactive spaces, interface culture, communication culture, culture jamming. Discussions, a critical approach. Practice: execution of the students' own projects based on the previously discussed topics: identification of new interfaces, a critical approach to the discussed phenomena, creation and the students' own original statements.
Module form and number of module hours	60 hours/semester. Lectures, individual and team projects, public presentation and analysis of a project, work in laboratories and field work, consultations and corrections. Individual contacts, group discussions
Assessment methods and criteria	50% task performance / active participation in classes / work-in-progress reviews / project execution; 50% open work review - project presentation
Assessment type	Graded pass
Literature	*Sztuka Interaktywna, od dzieła – instrumentu do interaktywnego spektaklu*, Ryszard W. Kluszczyński:. Wydawnictwa Akademickie i Profesjonalne, Warszawa 2010, *Internet, czas się bać*, Wojciech Orliński, Agora SA, 2014. *Wirtualny plac zabaw. Gry sieciowe i przemiany kultury współczesnej* - Mirosław Filiciak, Wydawnictwa Akademickie i Profesjonalne. Warszawa 2006. *Re: internet - społeczne aspekty medium. Polskie konteksty i interpretacje - praca zbiorowa*, Wydawnictwa Akademickie i Profesjonalne. Warszawa 2006. *Zrozumieć media. Przedłużenia człowieka*, Marshall McLuhan Wydawnictwa Naukowo-Techniczne, Warszawa 2004. *Język nowych mediów,* Lev Manovich, Warszawa: WAiP, 2006. *Gamescenes – Art in the Age of Videogames*. Matteo Bittanti & Domenico Quaranta, Johan & Levi Editore, October 2006. Serwisy internetowe festiwali i zdarzeń np. Ars Electronica, Transmediale
Notes	Access to audio/video/computer laboratory and recording equipment. Possibility of using alternative interactive technologies selected by the students.
Language of instruction	Polish language, it is possible to communicate in English, too