| | |
|---|---|
| **Name of subject** | Rudiments of interactive techniques |
| **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 |
| **Year of study/ semester; mode of attendance** | year I semester II
First level full-time studies |
| **ECTS credits** | 3 |
| **Module organizer** | dr  Agnieszka Jarząb |
| **Academic aims** | Classes within the module: Rudiments of interactive techniques constitute a part of training in the field of Media Art on an elementary level. The academic aim is to familiarize students with the basic techniques and tools of developing interactive applications and to identify the areas of artistic expression in which interactive techniques can be used. |
| **Module prerequisites** | Computer skills and work in the Windows system. Basic knowledge of computer processing of static images and video. |
| **Learning outcomes with respect to:** | |
| **– knowledge** | Students acquire basic knowledge in the area of Media Art concerning interactive techniques. |
| **– skills** | Students acquire basic skills in the area of Media Art concerning the development of interactive applications and the preparation for creating their own artistic expression based on these technologies. |
| **– personal and social competence** | Students acquire competences in the area of Media Art concerning the comprehension of the specificity of intermedia and interactive art as well as team work skills. |
| **Module content** | Mastering the interactive application software (Adobe Flash), encouraging students to explore its advanced possibilities on their own.
Analysing and preparing visual materials concerning interactive applications (texts, illustrations or film material)
Creating animated and interactive forms to be used in the Internet. |
| **Module form and number of module hours** | 45 hours/semester |
| **Assessment methods and criteria** | To pass the module students are required to master the use of Adobe Flash software which will be verified in the form of a test.
The final grade comprises the following elements: 40% task performance / participation in classes, 60% open work review |
| **Assessment type** | Graded pass |
| **Literature** | Adobe Flash. Oficjalny podręcznik Adobe Creative Team,
Flash CS3 Professional PL. Techniki zaawansowane. Klatka po klatce, Russell Chun |
| **Notes** | |
| **Language of instruction** | Polish language; it is possible to communicate in English too |