Name of subject	Intermedia activities
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 3/ semesters 6 First level full-time studies
ECTS credits	1 choice: 14 2 choice: 8
Module organizer	prof. n. Ireneusz Olszewski, dr Agnieszka Jarząb
Academic aims	The aim of the course is preparing an independent research project as a component of diploma work utilizing the recognized intermedia elements in art.
Module prerequisites	Knowledge of animation language and techniques, editing, types of editing – advanced digital editing, multimedia presentation, interaction.
Learning outcomes with respect to:	
– knowledge	The student obtains advanced knowledge in the area of Media Art in the range of Intermedia activities, integrating diverse areas of media perception and creation, activities relating to phenomena which belong to the varied field of contemporary art in a broad meaning.
– skills	The student obtains deepened 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 fully conscious media message by means of his/her own original artistic or functional statement in the shape of film, video, film animation, artistic object, installation, performance, interactive activities.
– personal and social competence	The student obtains competences from the area of Media Art in the range of understanding the specific nature of intermedia activities, teamwork as well as building relations with diverse creative subjects.
Module content	The content of the course is: 1. Deepening knowledge in the area of intermedia activities in the field of Media Art. 2. Working out realization themes. 3. Forms of scenarios – structure, variants, motifs, ideas. 4. Presentations, analyses, constructions of related issues, analysis of cultural facts. 5. Defining aims – artistic, social, information and commercial. 6. Realizations, assessments, discussing successive stages of realization of the project, consultations. 7.Organizing one's own work environment and media forms and tools. 8. Analysis of independent artistic creation. 10. Realization of diploma work
Module form and number of module hours	Individual analyses of projects. Critiques and consultations. Shows and discussions, workshop activities. Realization of studio and individual assignments. Student's own work – realization of diploma subject. Individual analyses of projects. Number of module hours: 120 hours / semester.
Assessment methods and criteria	Assessment concerns: originality, creativity, involvement, abilities to analyse and synthetize. Mode of assessment: Presentation of advanced diploma subject, in the frame of a semestral examination critique accepting student to the diploma realization. Share in final grade in : 40% works realized, activeness during classes, realization of project, in-between critiques 60% public critique of works Assessment of diploma work.
Assessment type	Graded pass
Literature	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.
Notes	Image and sound recording and reproduction appliances, analogue and digital film editing sets, video and animated film studio, access to a computer studio with Adobe Master Collection.
Language of instruction	Polish language