



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 2/ semesters 3 and 4 First level full-time studies
ECTS credits	Semester 3 - 4, semester 4 - 5
Module organizer	prof. n. Ireneusz Olszewski, dr Agnieszka Jarzab
Academic aims	The course Intermedia activities is a component of instruction in the direction Media Art. On the basic level the aim of the course is recognizing media phenomena in art with special focus on intermedia, researching the integrating relations and structures in the range of analogous and digital media.
Module prerequisites	Fundamental skills in the range of: imaging, animation and digital editing, photography.
Learning outcomes with respect to:	
– knowledge	The student obtains fundamental knowledge from the area Media Art in the range: intermedia activities, integrating diverse areas of media perception and creation, interpretation of the concept of intermedia in art as well as reading artistic concepts determining the realm of modern art.
– skills	The student obtains fundamental skills from the area Media Art in the range of analogous and digital techniques of registration, editing and broadcast of image and sound, as well as being prepared for his/her own individual artistic statement, conscious media message. The ability to search for unconventional forms of expression and adapting them for art.
– personal and social competence	The student obtains competences from the area Media Art in the range of understanding the specific character of Intermedia activities and the ability to work in a team.
Module content	<ol style="list-style-type: none"> 1. Introduction to intermedia activities in the area of Media Art. 2. Working out realization themes. 3. Forms of scenarios – the structure, variants, motifs, ideas. 4. Presentations, analyses, constructions of related issues, analysis of cultural facts. 5. Recognizing and experiencing orders of perception, intermedia transmissions and notations. 6. Realizations, evaluations, critique of the successive stages of realization of a project, consultations. 7. Analysis of an independent artistic creation.
Module form and number of module hours	Individual critique, consultations, shows and presentations, workshop practice, realisations of teamwork. Number of module hours: 60 hours / semester.
Assessment methods and criteria	Completed creative process is assessed. Originality, creativity, degree of realizational professionalism, abilities in the range of analysis and synthesis. Student's involvement. Percentage share in the final grade: 50% realization of assignments / activeness during classes/ realization of the project 50% public critique of works
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: M. McLuhan – Zrozumieć media, WNT 2004 A. Gwóźdź – Widzieć, myśleć, być, Universitas 2001 Lev Manovich – Język nowych mediów, Wyd. Akademickie i Profesjonalne, W-wa 2006
Notes	Image and sound recording and reproduction appliances, analogue and digital film editing sets, video and animated film studio. Students have access to a computer studio with Adobe Master Collection.
Language of instruction	Polish language