



<b>Course name</b>	Electronic Media
<b>Entity running the course</b>	Faculty of Painting and Sculpture, Department of Architectonic Painting and Multimedia
<b>Entity for which the course has been prepared</b>	Faculty of Painting and Sculpture
<b>Course type</b>	Compulsory course, specialty course
<b>Year of study / semester; Type of studies</b>	Third year, 5 <sup>th</sup> and 6 <sup>th</sup> semester of master's degree studies , full-time studies
<b>ECTS credits</b>	2 / 2
<b>Academic tutor</b>	Academic Professor Wojciech Pukocz
<b>Aim of the course</b>	The course aims to develop students' knowledge and skills in choosing the means and tools that allow them to express their thoughts and realize their artistic ideas. The emphasis is put on implementation issues of form and content in a digital image, and on improving students' knowledge and skills in the use of techniques for building and creating a digital image.
<b>Prerequisites</b>	in-depth ability to use graphics applications knowledge of new media specifics and their role in contemporary art
<b>Learning outcomes:</b>	
– <i>knowledge</i>	The student has an advanced knowledge about the use of digital image construction techniques.
– <i>skills</i>	The student can make his/her own decisions in the implementation of works of art using the appropriate techniques to achieve his/her objectives.
– <i>personal and social competence</i>	The student analyzes his/her own realization in the context of contemporary art and verbalizes his/her own ideas during the review of works.
<b>Course content</b>	Knowledge of computer programs for video editing. Knowledge of the techniques of stop-motion animation and video editing. The student realizes his/her own projects, in response to the proposed topics in the field of stop-motion animation. The student performs tasks creatively using his/her practical skills aimed at free artistic expression. The students works in new media while taking into account various aspects of painting. Selected issues of animation.
<b>Course form and number of course hours</b>	Classes in the computer lab, individual classes, consultations, tutorials (2 hours / week, 60 hours / year) Participation in workshops and exhibitions.
<b>Assessment methods and criteria</b>	50% executing assignments / active participation in classes / working critique 50% open critique of works
<b>Assessment type</b>	Graded pass and examination review with a grade
<b>Literature</b>	Adobe Premiere Pro CS3. Official manual Author: <a href="#">Adobe Creative Team</a> ; Dziamski Grzegorz, Sztuka po końcu sztuki. Sztuka początku XXI wieku. Poznań 2009; Benjamin Walter, <i>Dzieło sztuki w dobie reprodukcji technicznej</i> , Poznań 1996 /The Work of Art in the Age of Mechanical Reproduction (or Reproducibility)
<b>Teaching aids</b>	Computer lab, multimedia projector, digital camera
<b>Language of instruction</b>	Polish, English