Course name	Electronic Media
Entity running the course	Faculty of Painting and Sculpture, Department of Architectonic Painting and Multimedia
Entity for which the course has been prepared	Faculty of Painting and Sculpture
Course type	Optional course, specialty course
Year of study / semester; Type of studies	Fourth year, 7th and 8th semester of master's degree studies , full-time studies
ECTS credits	9 / 9
Academic tutor	Academic Professor Wojciech Pukocz
Aim of the course	Students realize challenging tasks, develop their individual predispositions and gain the ability to use new media for creating images featuring some characteristics typical of painting.
Prerequisites	completion of the third year of studies well-established knowledge of techniques for building digital images advanced ability to use graphics programs awareness of the relationships between tools and formal means used in performing a particular task
Learning outcomes:	
– knowledge	The student has an advanced knowledge of bitmap graphics software, recording and video editing.
– skills	The student can make independent, informed decisions about the choice of means to be used, and can combine different techniques. The student is able to analyze his/her own projects and properly prepare the material for presentation for a review of works or for an exhibition.
– personal and social competence	The student is able to present his/her own concept, analyze it and use proper argumentation. The student is able to work in a team.
Course content	Advanced knowledge of computer programs for video editing and post-production. The student realizes his/her own original projects in a technique of his/her choice. The course allows freedom of decision and actions. The assignments cover various issues of video film making and a variety of methods of work (stop motion animation, found footage, real-time film editing)
Course form and number of course hours	Classes in the computer lab, individual classes, consultations, tutorials (4 hours / week, 120 hours / year) Initiating artistic activities, workshops, actions, exhibitions.
Assessment methods and criteria	30% executing assignments / active participation in classes / working critique 70% open critique of works
Assessment type	Graded pass and examination review with a grade
Literature	Kamiński Bogdan, *Obraz cyfrowy. Teoria obrazu,* Warszawa 2003 Hendrykowski Marek, *Język ruchomych obrazów,* Poznań 1999 Block Bruce, *Opowiadanie obrazem. Tworzenie wizualnej struktury w filmie, telewizji i mediach cyfrowych,* tłum. M. Kuczbajska, Warszawa 2010
Teaching aids	Computer lab, multimedia projector, digital camera, digital video camera
Language of instruction	Polish, English