



POLISH-JAPANESE  
ACADEMY OF INFORMATION  
TECHNOLOGY



NEW  
MEDIA  
ART

# GRAPHIC DESIGN & MULTIMEDIA ART

BACHELOR STUDIES | 6 SEMESTERS | 180 ECTS

# HOW YOU WILL LEARN WITH US

- design intelligent, interactive space based on multimedia installations
- designing games and graphics for Extended Reality (XR)
- user experience (UX) and interactive graphics design

# VISUAL LITERACY IN DRAWING AND COLOUR



Anna Eichler



Sabina Twardowska



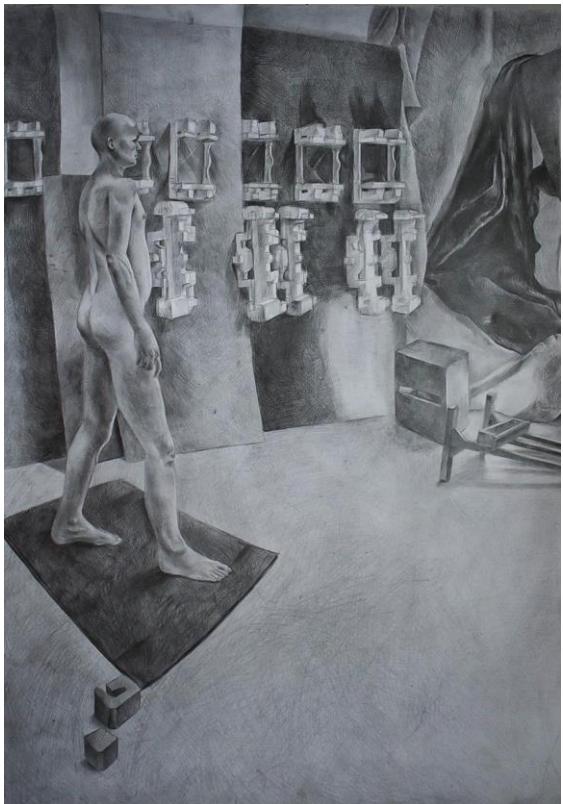
Sebastian Trzoska

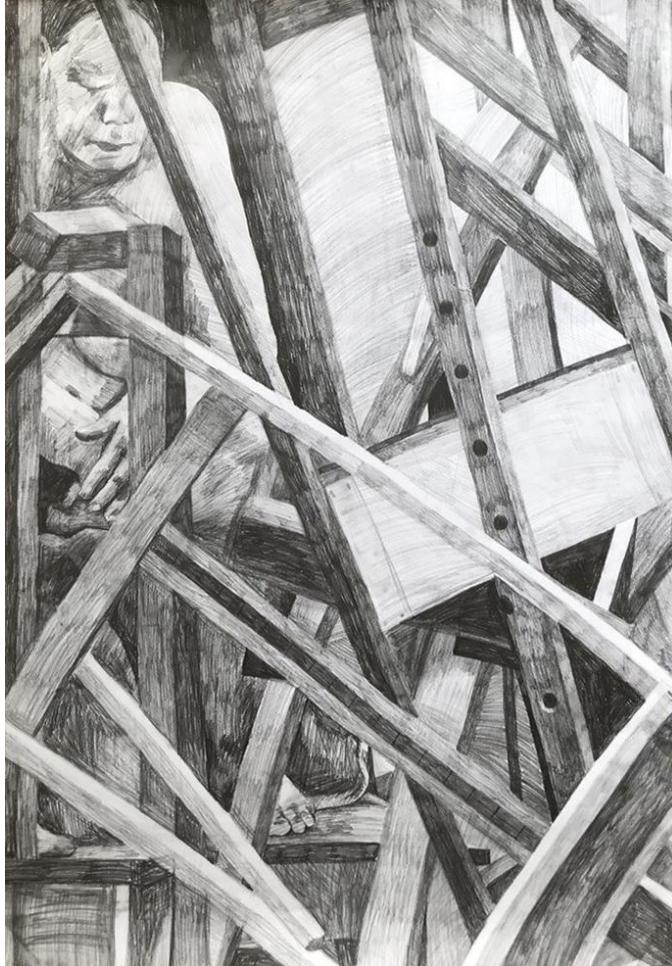
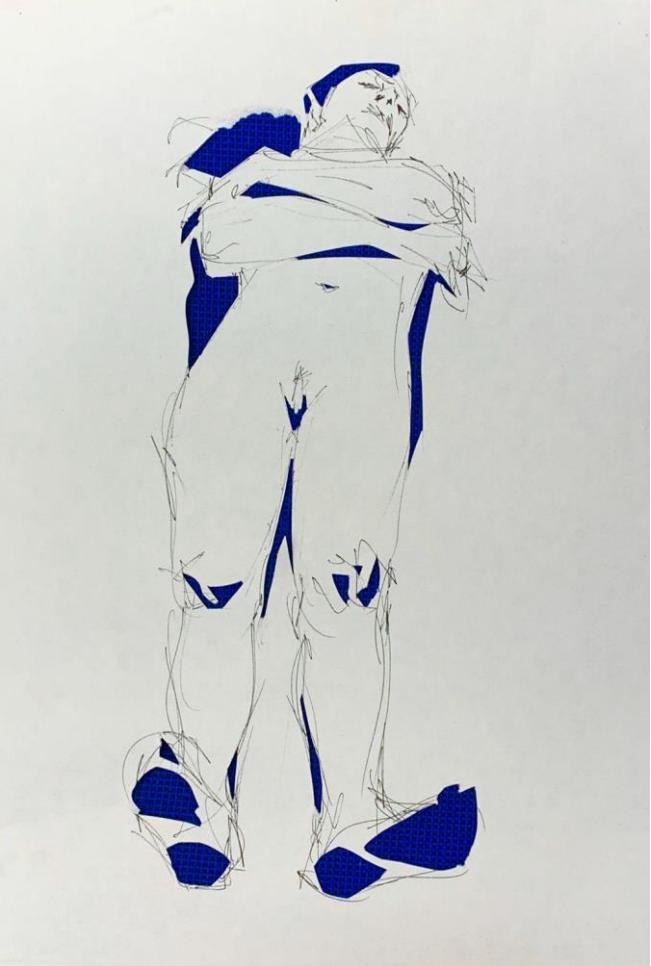
- drawing
- painting
- composition
- analogue techniques
- basics of artistic means of expression



Boris Schwencke

- visual literacy in spatial forms
- sculpture and spatial forms
- spatial structures and actions
- character prototypes for films and game design





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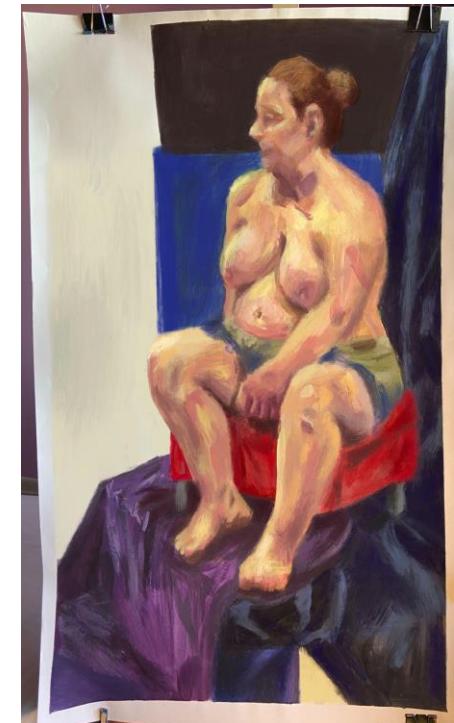
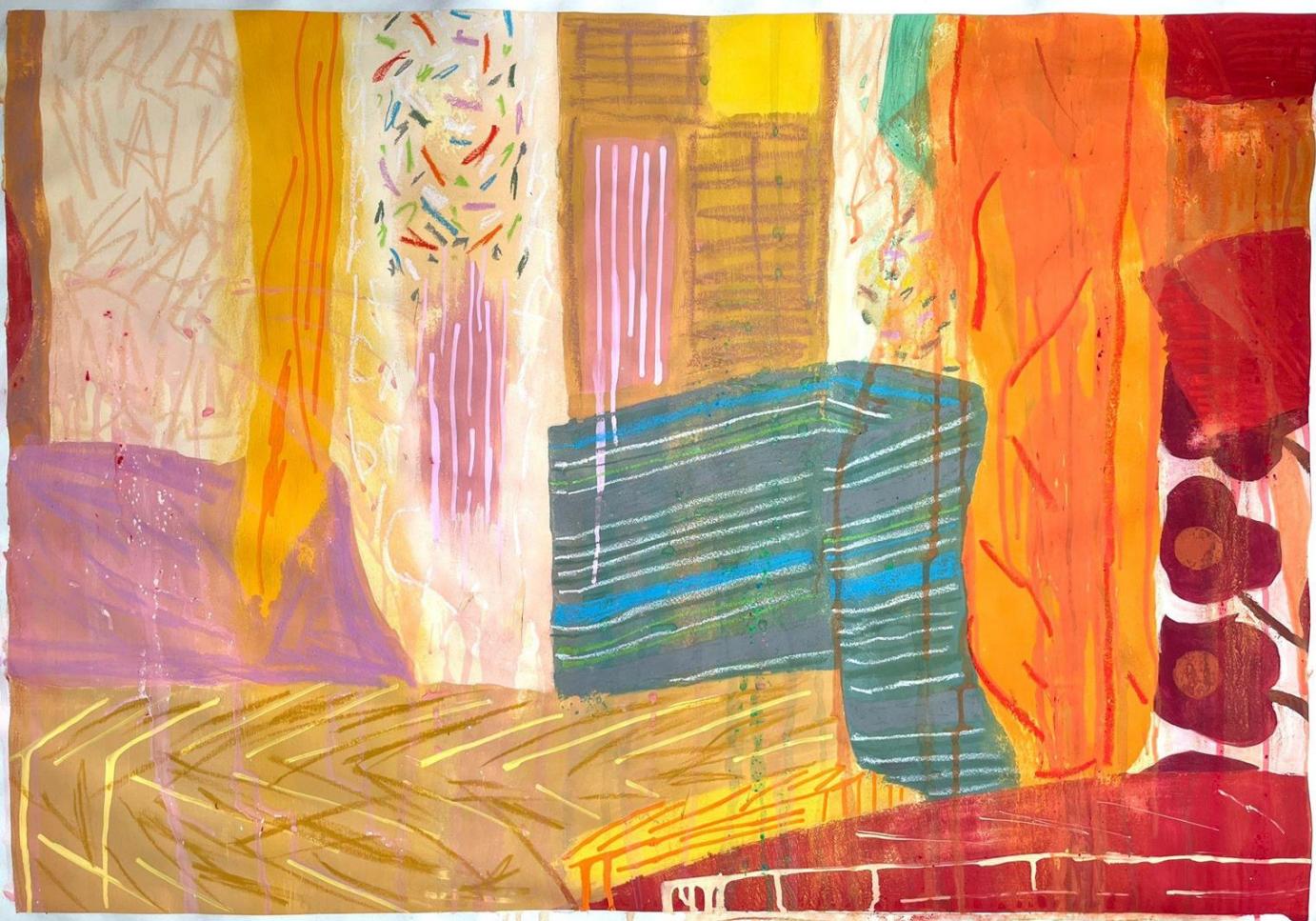
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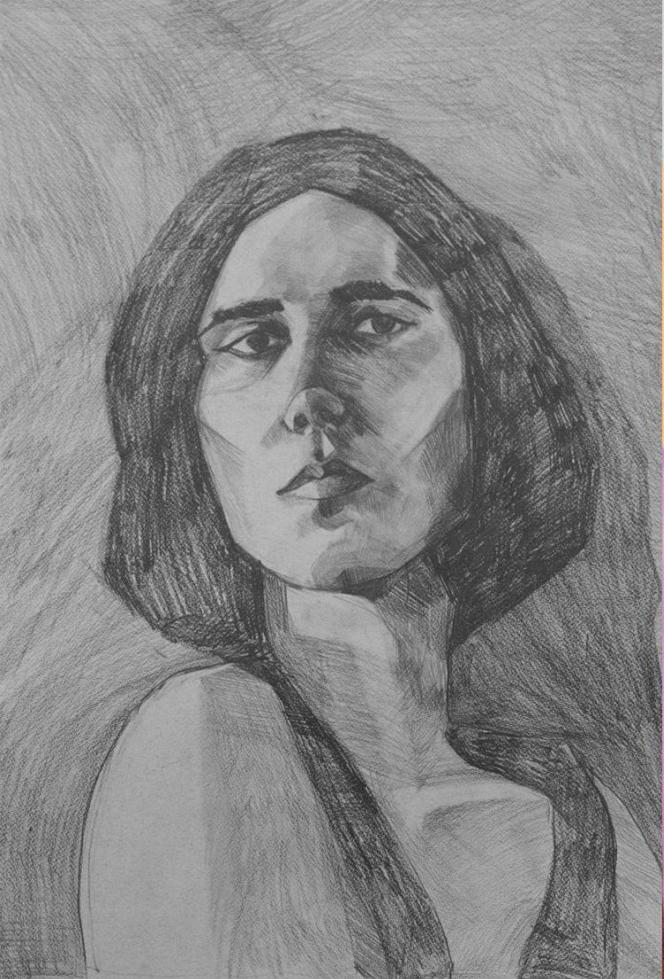


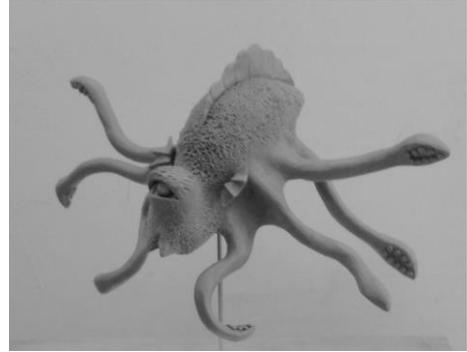
POLISH-JAPANESE  
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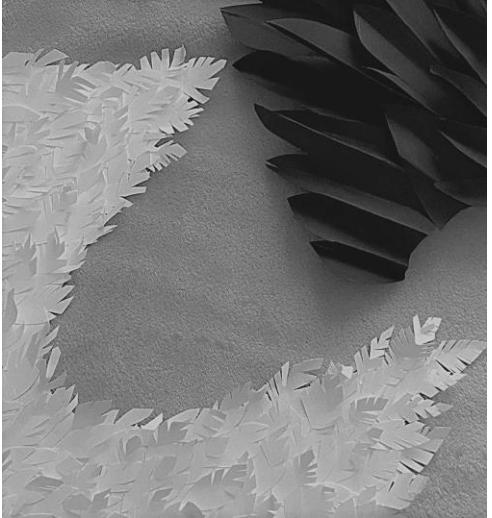


NEW  
MEDIA  
ART









ILLUSTRATION,  
VISUAL NARRATIONS,  
COMMUNICATION DESIGN



Anna Eichler



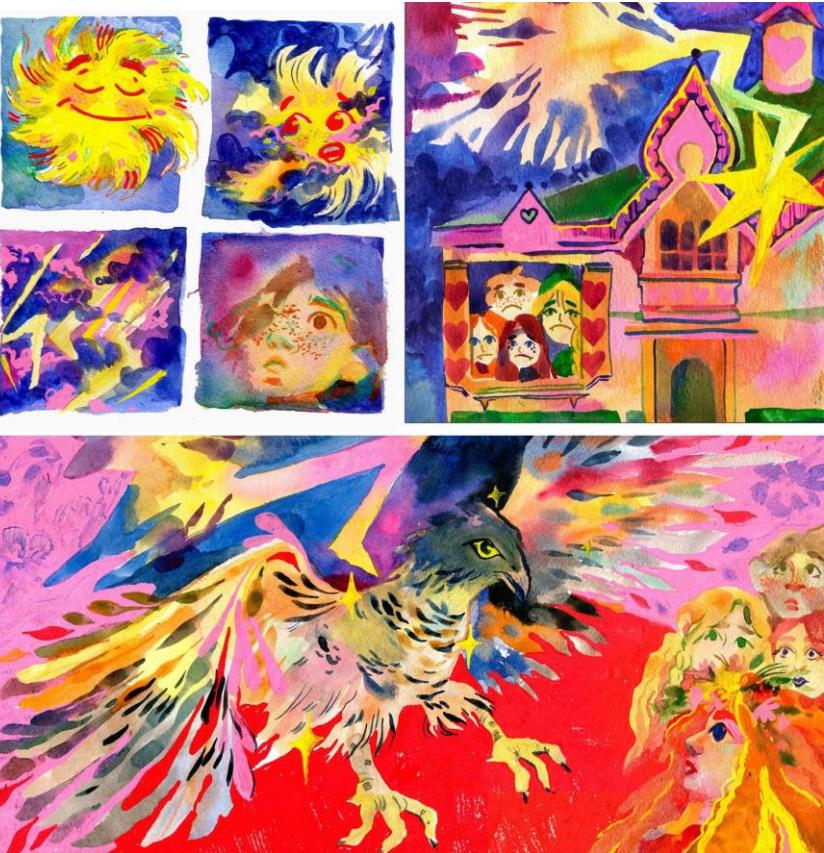
Sabina Twardowska

- **children's book illustration**
- **visual storytelling**
- **editorial illustration**
- **cover design**



Olga Kulish

- **book layout**
- **editorial design**
- **communication design**





In the 3rd semester students create their own or illustrate an existing book.



For three years now, students in the 4th semester have been collectively designing a book for children entitled "What does a graphic designer do?". They tell inspiring stories of the importance of graphic design in today's world through examples of notable graphic designers.

## Wojna w Ukrainie oczami studentów. Zobaczcie alternatywne okładki Dużego Formatu

DUŻY FORMAT 11.04.2022, 04:55

Redakcja DF



To było ich pierwsze doświadczenie z ilustracją prasową - pierwszy raz rysowali do tak długich tekstu - mówi Barbara Niewiadomska, koordynatorka i pomysłodawczyni projektu.



• Ilustracja do tekstu 'Nie daj się osłabić Putinowi' YULIA NEGRYCH



Dzisiejsza gazeta (e-wydanie)

rysardsatalecki

wyborcza.pl | DUŻY FORMAT

Ilustracje do wywiadu: "Bogdan de Barbaro: Nie daj się osłabić Putinowi"



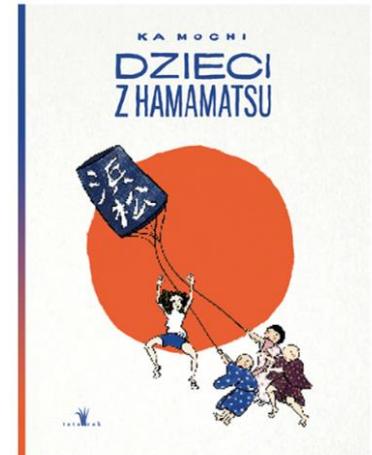
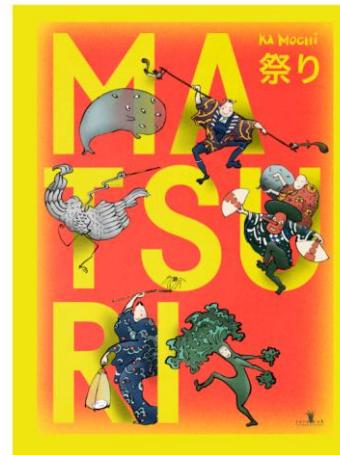
• Ilustracja do tekstu 'Nie daj się osłabić Putinowi' HELENA JABLONOWSKA





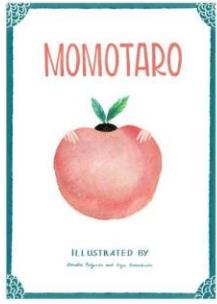
Ka Mochi - book author  
and illustrator

- book illustration
- editorial illustration
- visual storytelling



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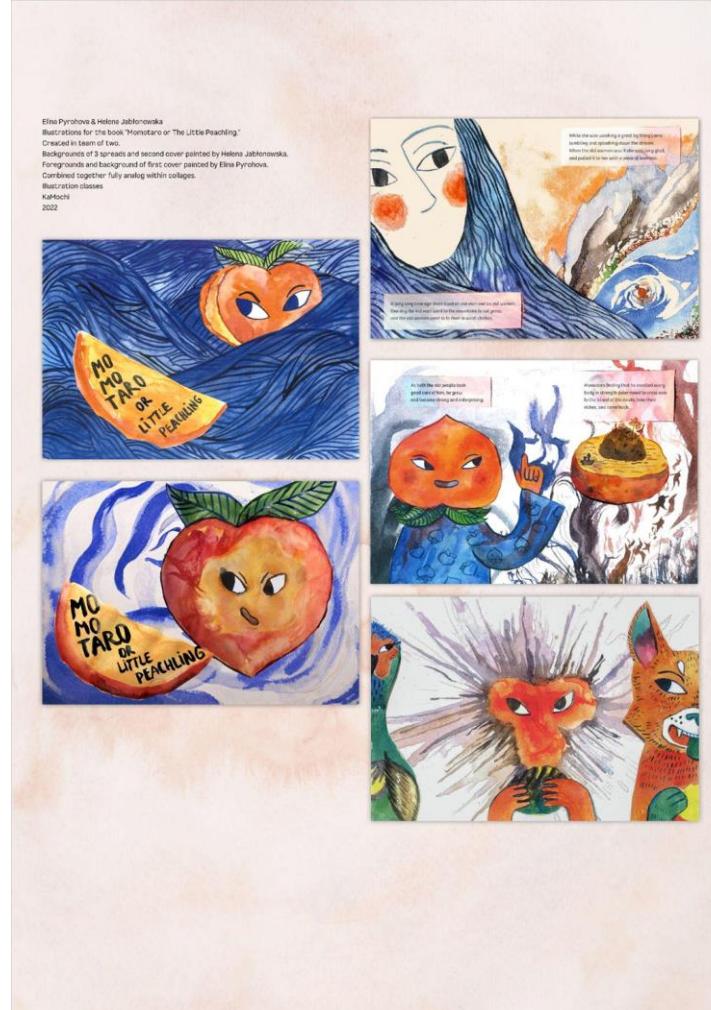
Kaja Modziszewska & Amalia Podgórska

Book cover and set of illustrations for Japanese legend titled "Momotaro."

The authors worked together using watercolor and digital medium, which they combined in the form of a collage.

Visual journal  
Ka Mochi

2022





N  
W muri zadań na mapie. Nie  
przejdzie żadnego białego  
młodzika, nie żadny biech  
leśniczy, plątający, świąteczny,  
szczęśliwy, aż Chciut trochę mnie interesuje  
wibrujący w ich brzuchach, chichotanym  
wiatrem. Wszystko to musieliśmy zlo-  
żyć na placu. Rozdrożek latały, zatrzyma-  
ły się, zatrzymały, ale żadna z nich nie  
zatrzymała się pod koniec dla ciebie. Kop-  
ał w ziemię. Wyjął mechanizm – wsta-  
nął powoli, zaczął gryźć i dźbrać, szkaki-  
wać, żerować, gryźć i dźbrać, szkaki-  
wać. Latały. Latały z wielką dumą w lewo  
i w prawo, zadając na mapę. A jedna  
w wieku dwudziestu lat przeszła mi  
poprzez głowę.

Wszystko zaczyna się wiosną.  
Zaczyna się od białego słońca z kredki  
wokół, zielonej, na pod sukienki. Gdy na tam-  
tej godzinie dzień, gęste drzewa. Gdy  
by jesienny dzień, zaczynały się radości.  
Po kilku dniach zaczynały się radości.  
Miesiącami starały się, aby zaczynały się radości.  
Miesiącami starały się, aby zaczynały się radości.  
Tego dnia roztęgi dla piękna maraka za-  
częły. Poczuwaliśmy dla troski miłości, której  
nie znamy i nie znamy. Dlaczego rodzina  
maraka września dała takie wspanialejacy-  
jaki defekt, jakie godne urodzenia daje? Wszys-  
kiem, że w wazie pełnym miedzianego dokonala-  
czyńskiego rachunku rynek i strata – a potem

na parterze, więc całkiemże wpadnie do sz-  
piku, skoczyły u nas.

Tam wchodziły ze źlewkami na drabinę  
(dudy są u nas wysokie, gina w mrużku) i od-  
rywały cztery krzaki mocujące krakę. Wy-  
straszono je i dary w kącikach dusze, wilgotne, żar-  
ne, trzęsące, które my wytrąty, ale tylko  
trzęsące, bez przełamania. I oto my tacie pie-  
ły po kąsek.

To gościa Chyla. Chyla-gospod jest bezp-  
iastny, żałobny, zielony, z życia wi-  
ązany, zawsze wie podobać się dla ką-  
sek, dla kąsek. Występuje w średnicy cyrkulu-

szczek, zaskakując, za daty dzis-  
iądzie mu wypiął dłońta z komandami  
daków, herała zarządu. Po tym gajają sko-  
na pierś przewijająca pokój z jasnymi sko-  
ci i granatowymi rybami. Wygląda jak ilustracja  
z albumu edukacyjnego o chowaniu wene-  
tryckich, jak zaldzianina rana. Niesłycha-  
nie radość, jak oczy – leżące, pomarszczo-  
we. Patrzyły, wzruszały, patrzyły, jakby sie-  
częcia czegosz deparowały, co sobie ode mnie  
wyprzeczą.

Ozbrojenie utknęło moim u wstępna-  
cą, Tego dnia roztęgi dla piękna maraka za-  
częły. Poczuwaliśmy dla troski miłości, której  
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szpiku, skoczyły u nas.

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kiem, że w wazie pełnym miedzianego dokonala-  
czyńskiego rachunku rynek i strata – a potem



[Ahoff!] (means "Hey!") for the letter "A" [a] - "We use it when we want to bring someone's attention"



[Borod'b'a] for the letter "B" [b] - Fight



[Volja] for the letter "B" [v] - Freedom

Student of the 3rd year BA – Elina Pyrohova won TDC scholarship for study and graduation project.  
Illustration and comic by Elina Pyrohova have been published at the PISMO Magazine, 2022

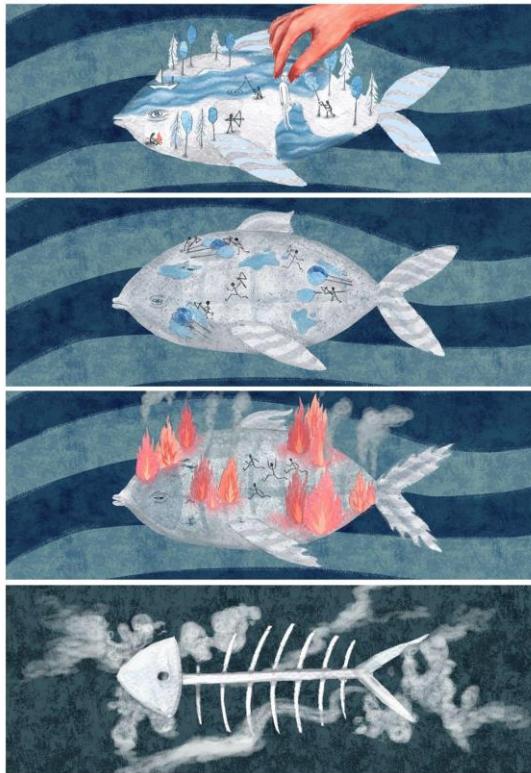


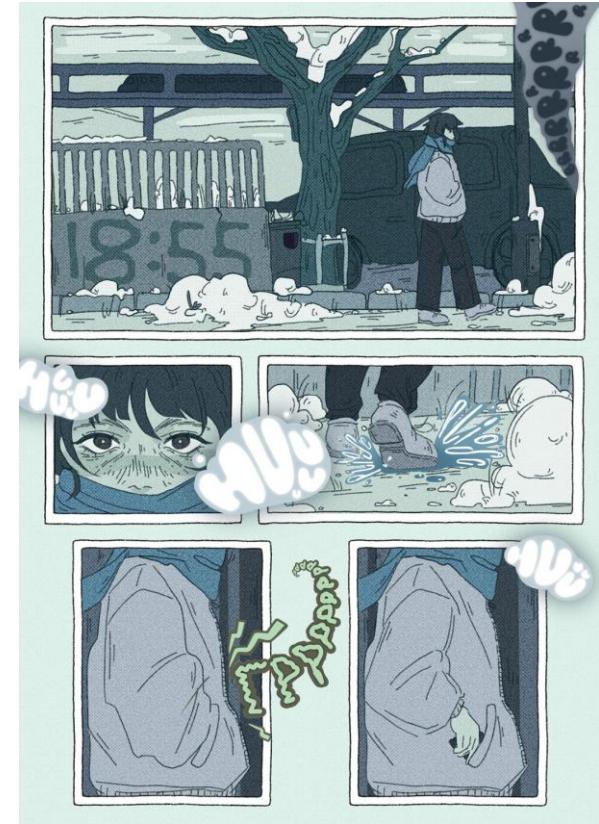
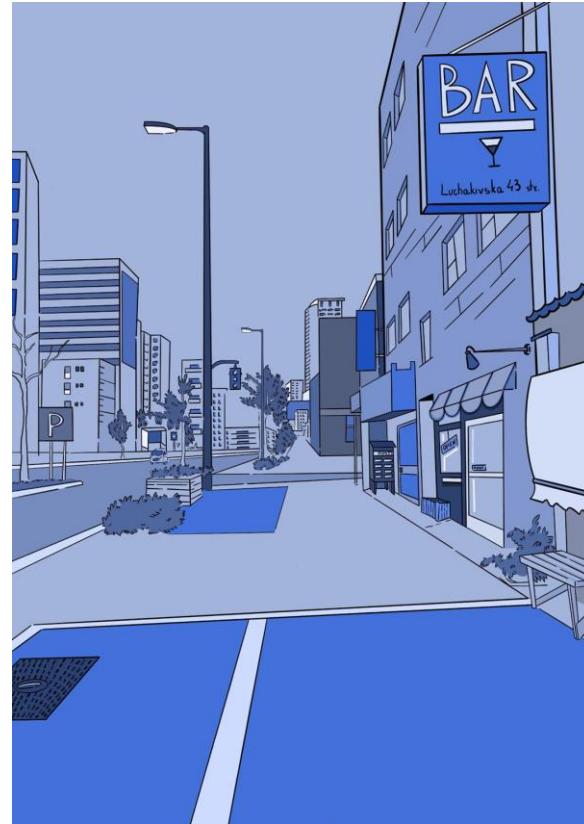
Greta Samuel  
Senior Illustrator

- **illustration**
- **storytelling**
- **comic art**
- **2D graphics**



Visual narrations





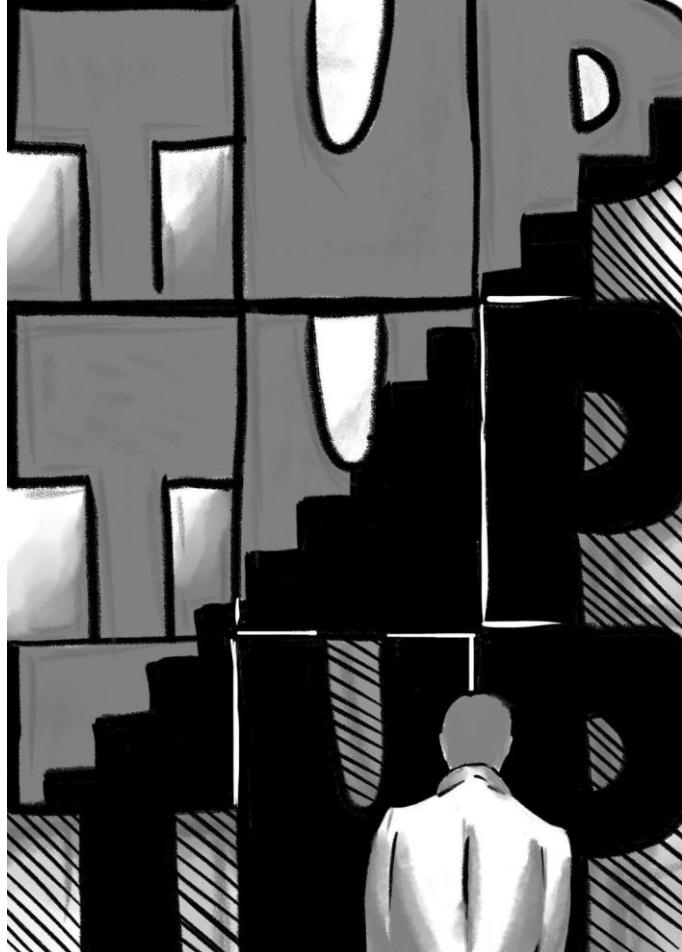
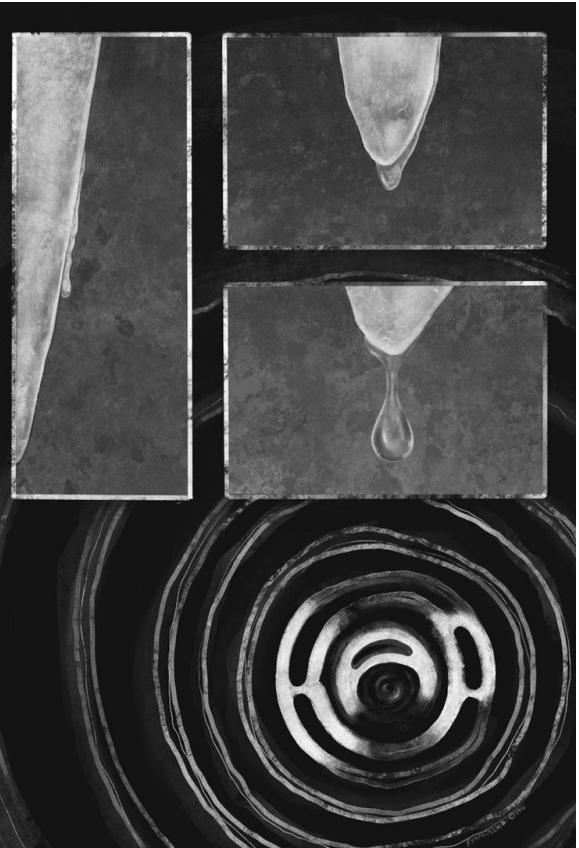
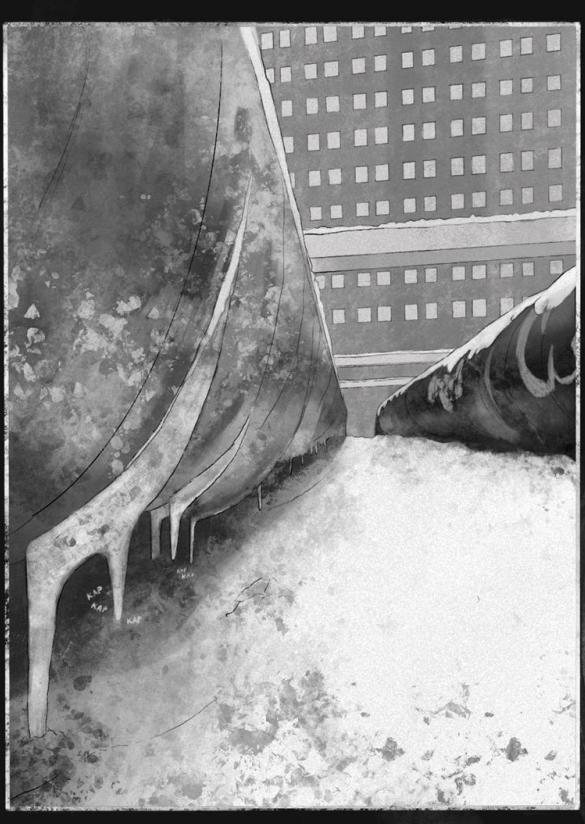
Visual narrations



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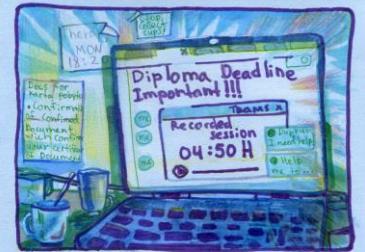
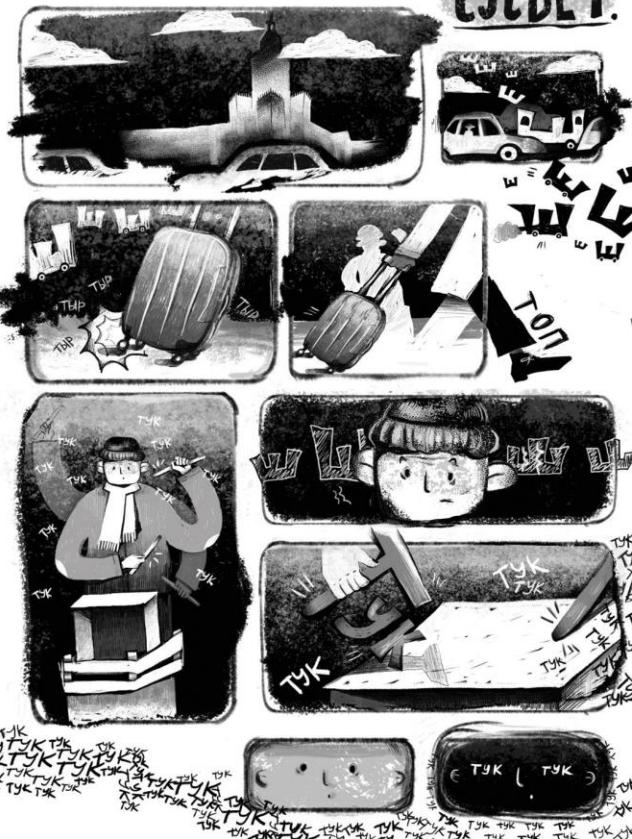


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ART



Visual narrations

# "СУСБЕТ."

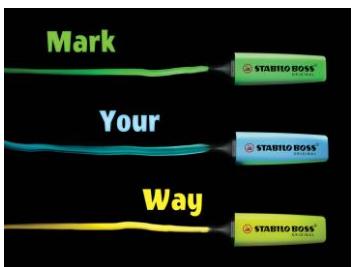


IT TOOLS  
AND TECHNOLOGIES,  
INTERACTION DESIGN



Krzysztof Szklanny  
leader of the IT educators' team

- **photography**
- **2D graphic – Photoshop**
- **sound editing**
- **linear video editing (realtime)**



Lightpainting

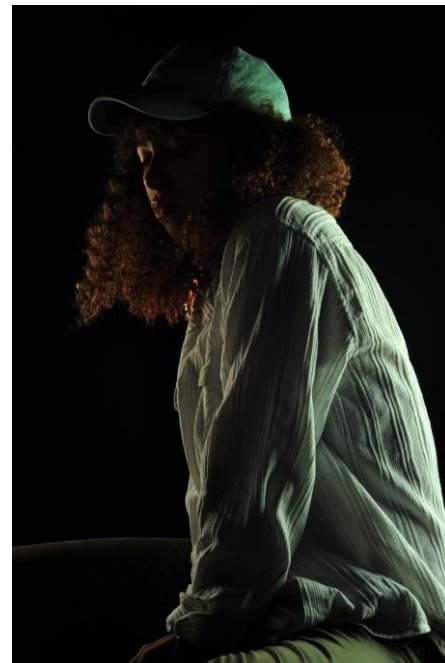
POLISH-JAPANESE  
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Camera obscura







Experimental photography

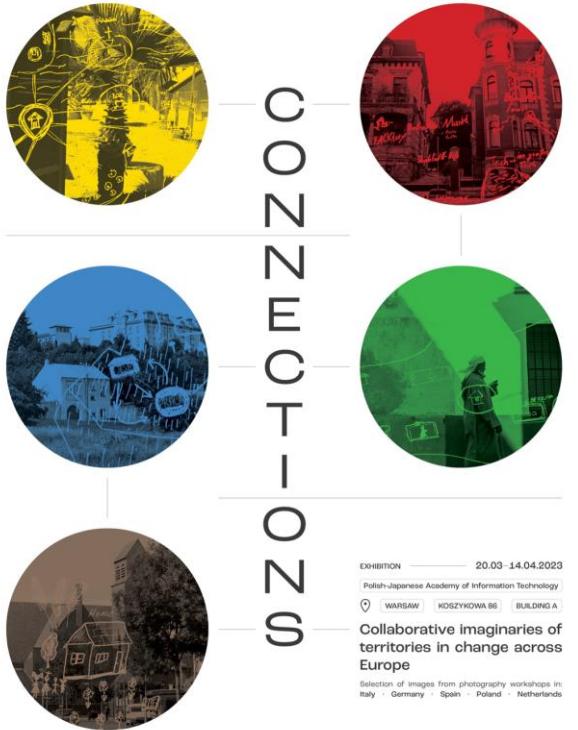




High Speed Photography



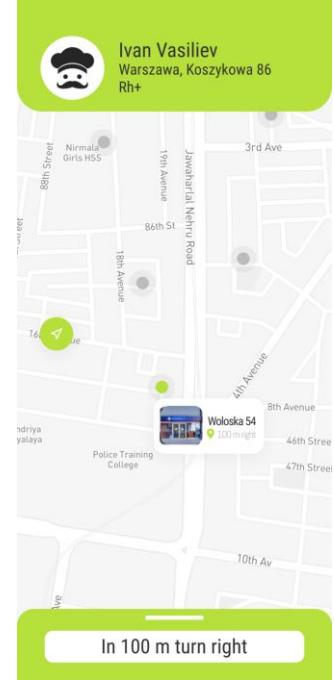
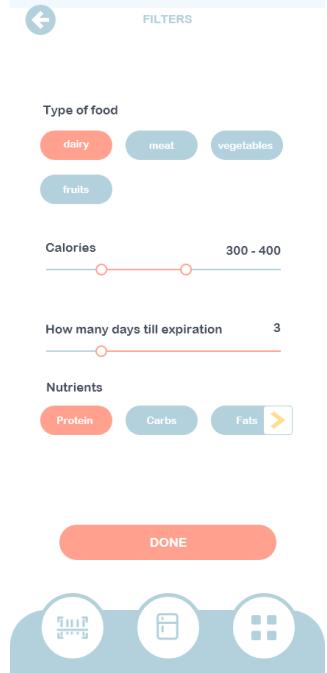
Food photography

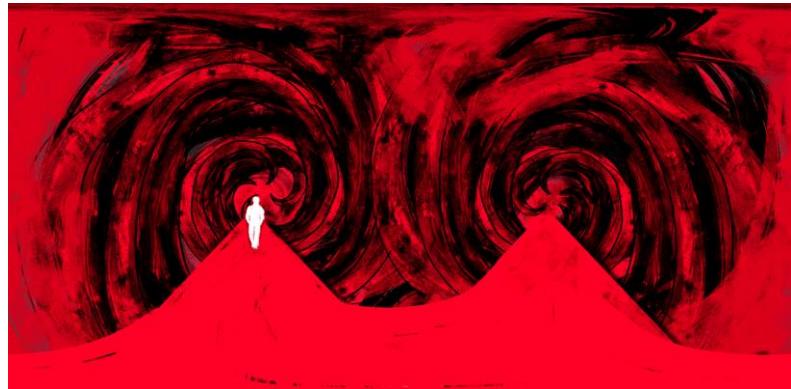




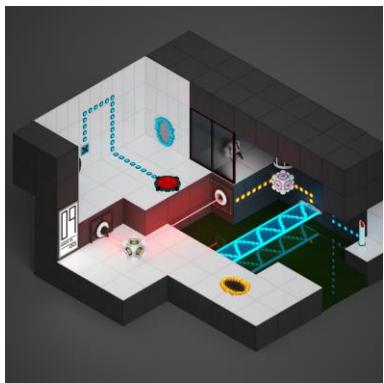
Marcin Wichrowski

- **basics on HCI**
- **basics on interaction design**
- **basics on interactives**
- **interaction design**









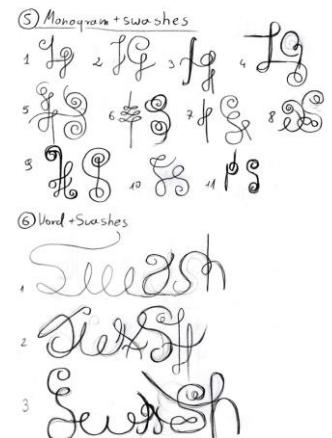
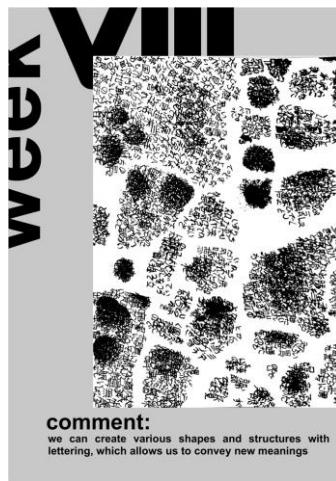
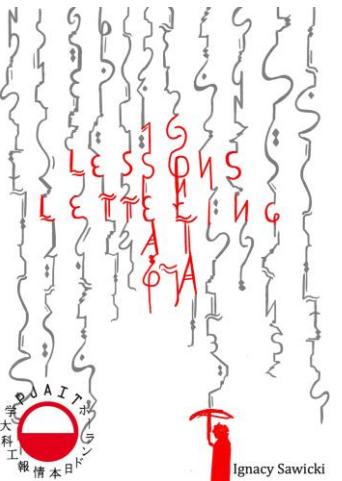
CALLIGRAPHY,  
TYPOGRAPHY

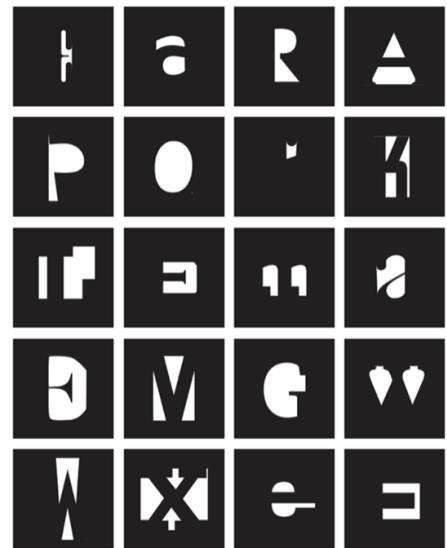
- lettering & typography
- visual literacy & semiotics
- performative arts & interdisciplinary projects
- VR art
- graphic design & brand design



Monika Marek-Łucka





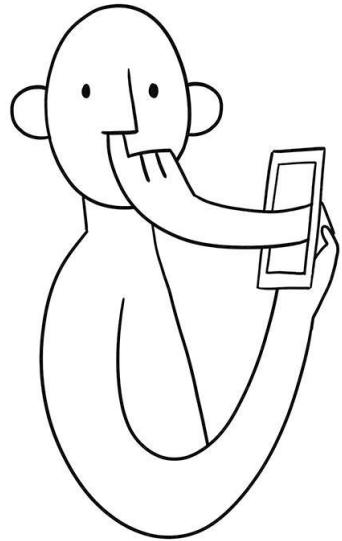
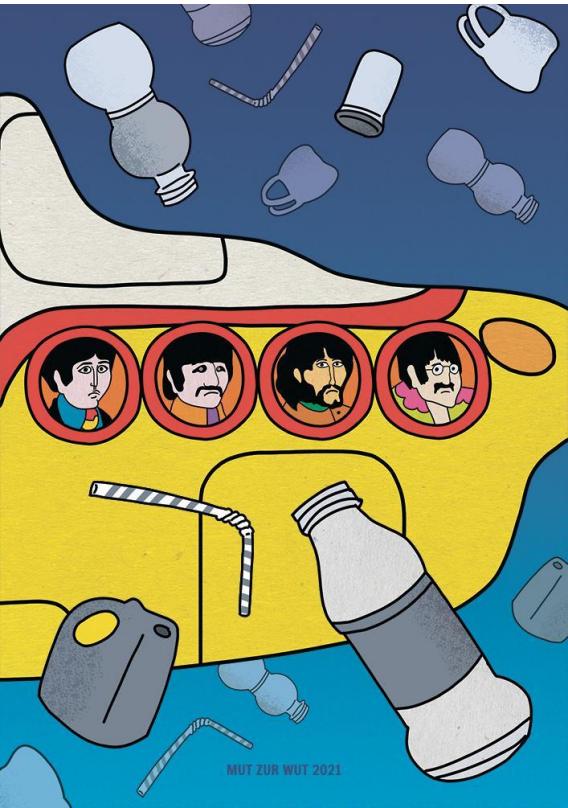


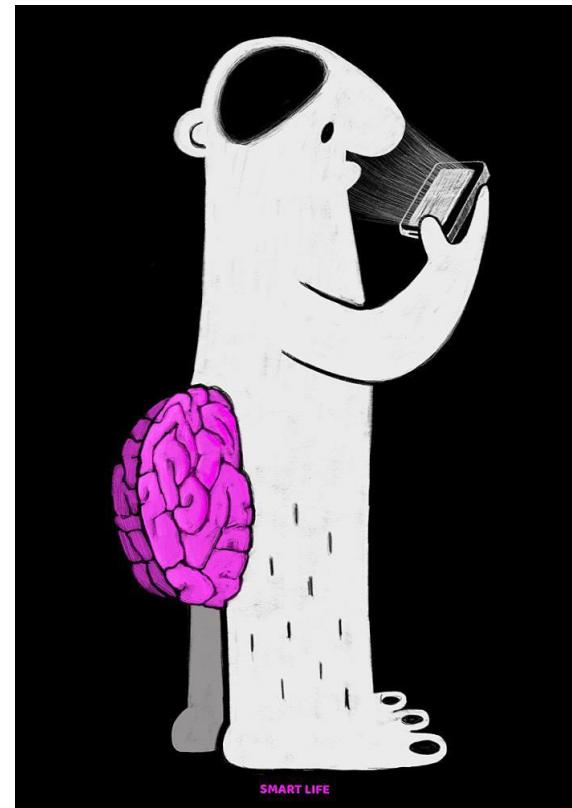
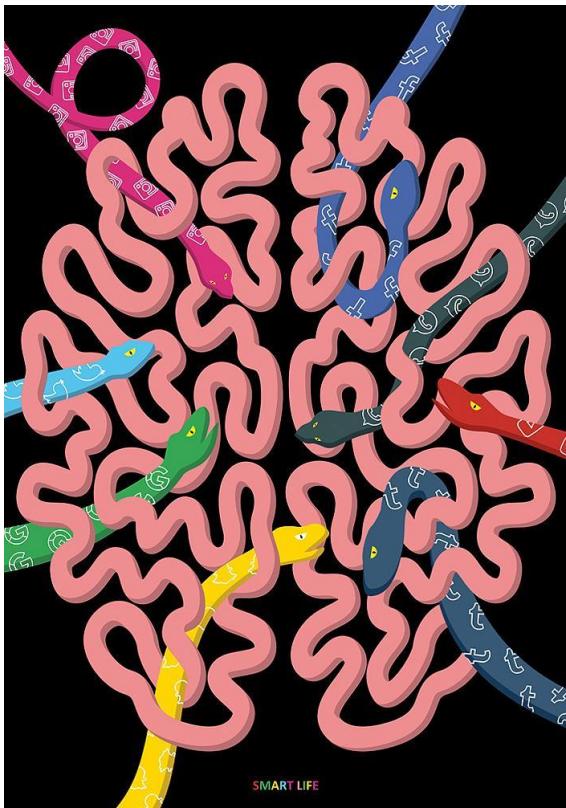
APPLIED  
VISUAL SEMIOTICS



Tomasz Walenta

- **editorial illustration**
- **poster design**
- **visual semiotics**
- **research methods for designers**



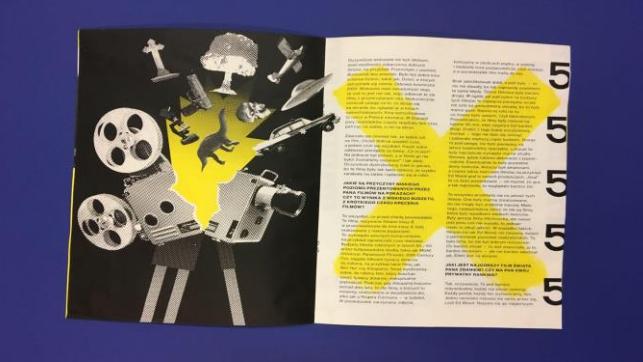


SILKSCREEN



Natalia Łajszczak

- **silkscreen**
- **zines & publications**
- **bookmaking workshops**



ZIN and silk screen  
zines & posters designed  
and printed by 3rd year  
BA students



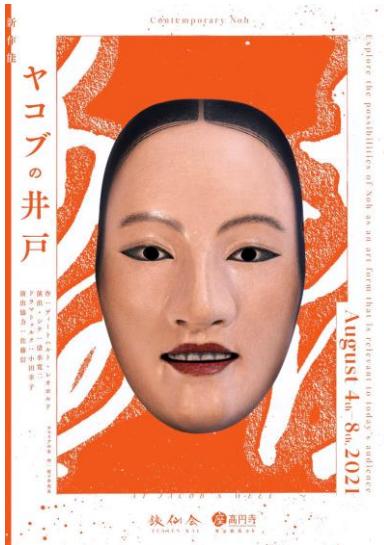
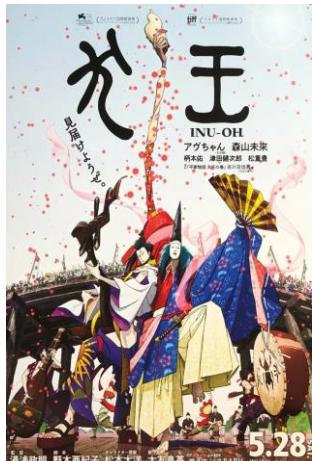
ZIN and silk screen  
zines & posters designed  
and printed by 3rd year  
BA students

# ART, TRANSMEDIA AND TRANSHUMANISM



Jakub Karpoluk

- **Japanese art and culture**
- **art, transmedia and transhumanism**
- **critical media theory / BA seminars**
- **international projects and workshops (art, design)**



Japanese Art and Culture

# Co-lab graphic design & performing arts

Aliaksandra  
Vedralava (PJAIT)  
Benedikt  
Pfleiderer (PJAIK)  
Kaja  
Modzelewska (PJAIT)

Premiers  
February 8  
2023

National Academy  
of Dramatic Art  
in Warsaw

Address: Miodowa 22/24,  
00-246 Warsaw

IDIOTS 14:00  
SOLARIS 15:00  
PERSONA 19:00

THE CONVERSATION 17:30  
REQUIEM FOR A DREAM 21:00

Art, Transmedia and Transhumanism

Coordinators  
Bartosz  
Wyszyński  
Katerina  
Antonaki  
Maja  
Kleczewska  
Mateusz  
Król  
Tomasz  
Miśkiewicz

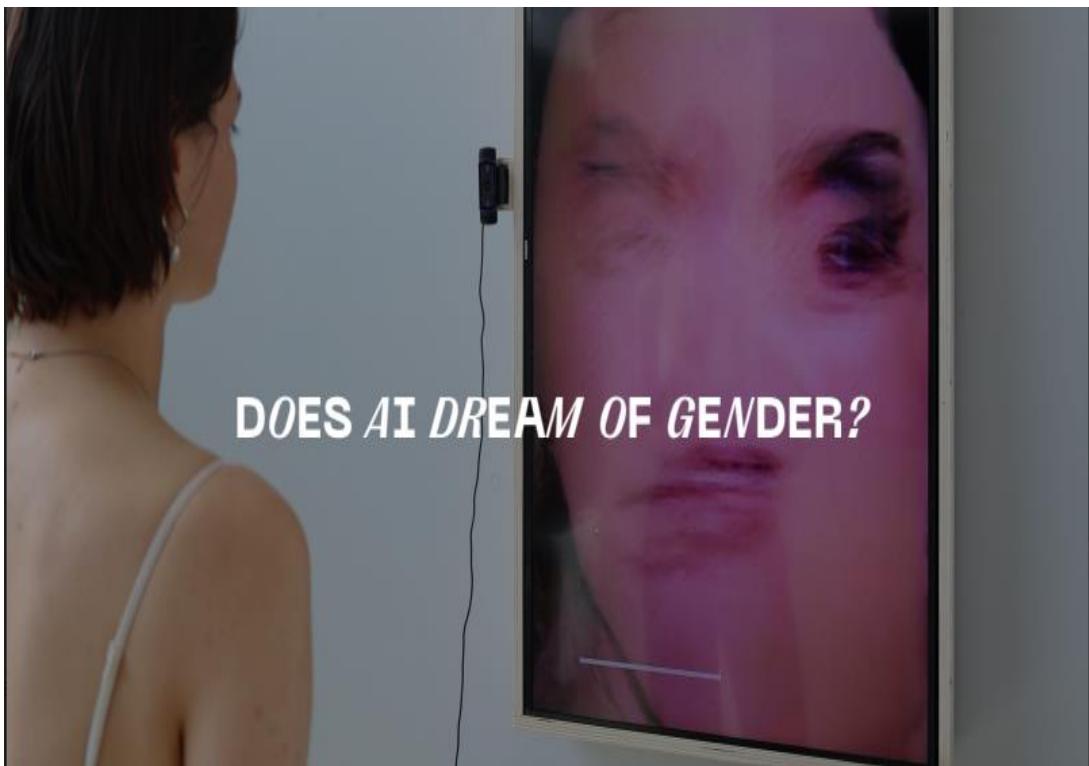
Kamila  
Kowalczyk (PJAIT)  
Natalia  
Pierzchala-Suska  
(PJAIT)  
Oleksandra  
Juskowska-Smit (PJAIT)

Sefa  
Sagir (PJAIT)  
Sohr  
Alshabani (PJAIT)

Anastasios  
Kotsopoulos (UNIWA)  
Myra  
Biziou (UNIWA)  
Yannis  
Dermatis (UNIWA)

Ewa  
Galca (NADAW)  
Eduard  
Plati (NADAW)  
Michał  
Świerczecki (NADAW)  
Patryk  
Warchał (NADAW)  
Łukasz  
Groszkiewicz (NADAW)





# 未来の Workshops

8-12.04.2019

**Maki Nagumo**  
Japanese painting materials  
and ornamental patterns

Japońskie materiały  
malarstwa i ozdobne wzory

**Keiji Matsumoto**  
Robokusho ink painting

Robokusho - malowanie tuszem

**Hiroko Furuya**  
Japanese woodblock printing

Japoński drzeworyt

## Japanese Art of Information Design Japońska sztuka informacji 日本の情報デザインの美

**Norihisa Satō & Karolina Satō**  
On the crossroads of design, engineering  
and business: the making of UX concept

Skrzyżowanie projektowania, inżynierii  
i biznesu: Powstanie koncepcji UXowego

**Matt Subietta & John McIntosh**  
Japanese Fairy Tales

Japońskie bajki

**futuretext.org/workshops**  
participation requires registration  
udział wymaga rejestracji

NAVA | OBI | KOMI | KOMI+ | 2000 | FESTIVAL

International Projects and Workshops



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# 未来の テクノロジー と アート

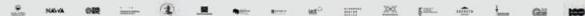


## Japanese Art of Information Design

日本の情報デザインの美  
Japońska sztuka informacji



Zachęta – National Gallery of Art  
pl. Małachowskiego 3



12.04.2019  
16:00

wstęp wolny  
ulotka wymaga rejestracji:  
[www.futuretext.org](http://www.futuretext.org)

16:00

Hiroko Furuya 堀井裕子  
Hiroko Furuya on issues of visual communication  
審議とコミュニケーション  
Współczesny drzeworyt japoński  
w komunikacji wizualnej

17:15

Maki Inoguchi 井口真紀  
Visual Identity of Japanese cities –  
Kanazawa case study  
日本の都市のビジュアルアイデンティティ。  
アイデンティティペーパーを元に街並みへ  
Wizualna identyfikacja miast japońskich –  
Casus Kanazawy

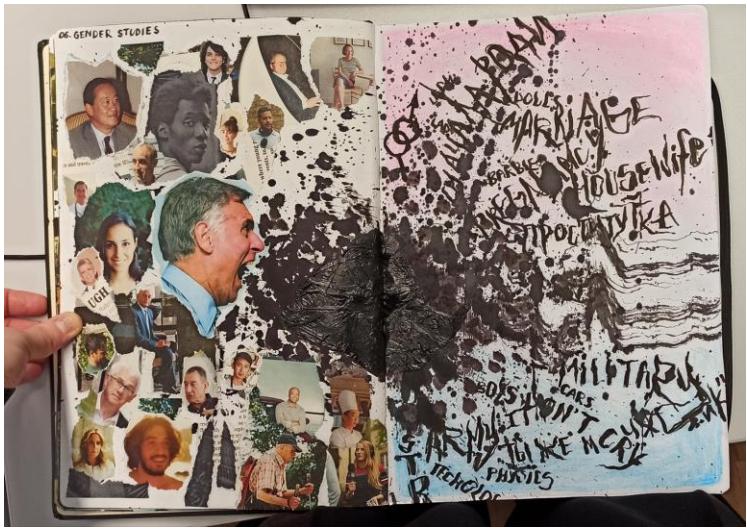
18:00

Haruhiko Itoh & Kenjiro Saito 畠村豪、伊藤カリオ  
On the crossroads of design, engineering  
and business. The making of UX concept  
デザイン、エンジニアリング  
ビジュアルの発展する中でUXコンセプトを創造  
Projektowanie UX nowej jakości doświadczeń

19:00

Haruhiko Itoh 畠村豪  
From design to design  
デザインからデザインまで  
Od projektowania do projektowania

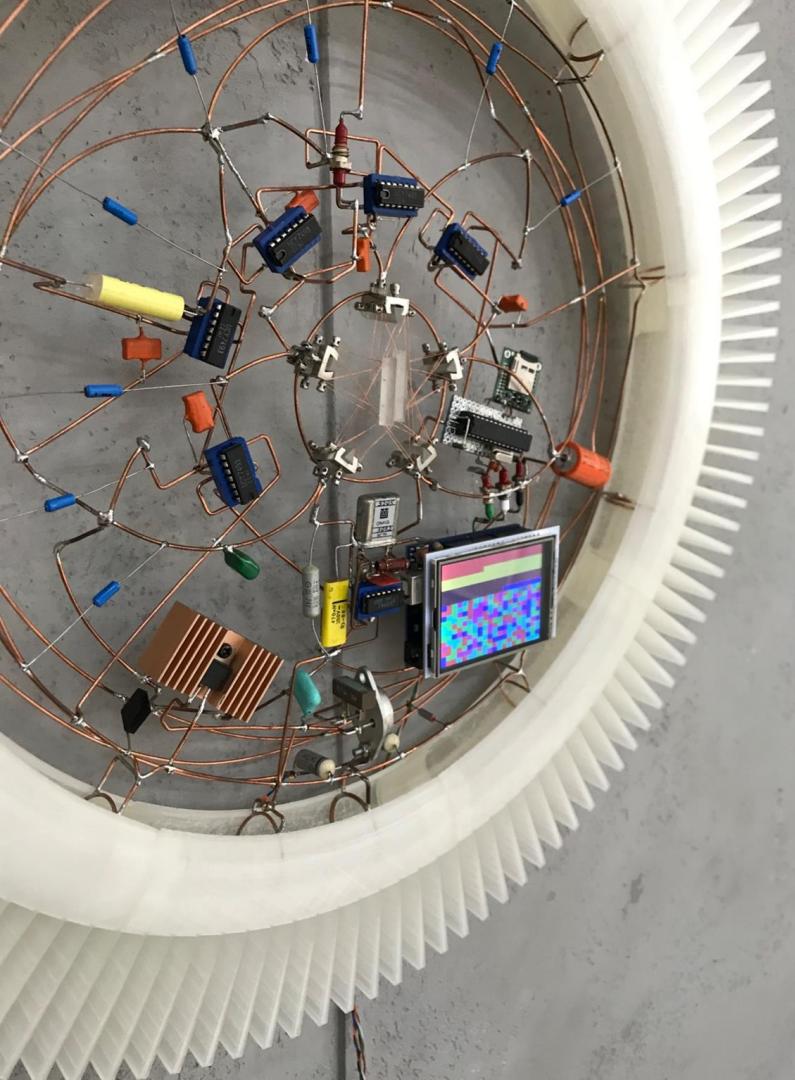




Language, Art and Making Meaning – understanding  
and speaking about art as preparation for  
thinking about the BA English research project



Art and Robotics

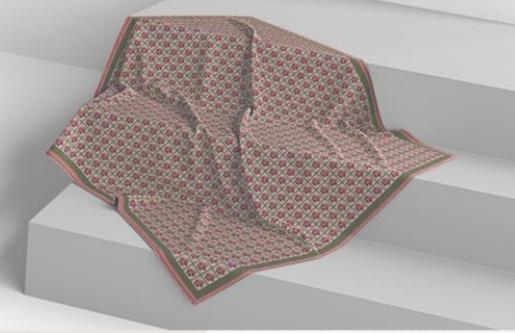
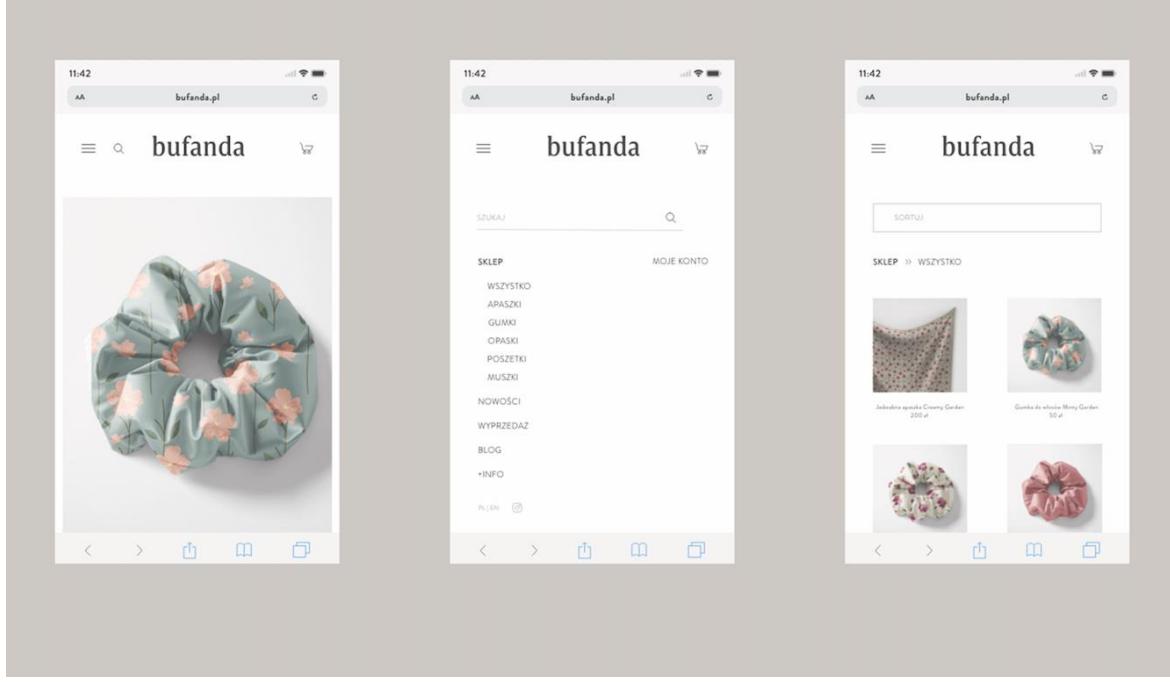


DIGITAL  
GRAPHIC DESIGN



Jan Piechota

- **international projects**
- **typography**
- **visual identity**
- **UX**
- **cross-culture, social design workshops**
- **social design**





[Conference](#) • [Exhibitions](#) • [Workshops](#) • [About](#) • [Contact](#)

# IF – SOCIAL DESIGN FOR SUSTAINABLE CITIES

Ladies and Gentlemen,  
We are happy to invite you to our conference, bringing together professionals coming from the culture, creative and social design, design management, architecture, urban planning, and other creative sectors, to strengthen commitments and to offer spaces for reflection on how to live better for many others.

Join us to reflect on many other topics:

- Social Design for Sustainable Cities
- Social Design for Sustainable Cities
- Social Design for Sustainable Cities

[See the program](#)

**THE IF BOOK IS OUT NOW!**

Read the essays written by experts, see the students' works submitted for the competition, and learn more about outcomes of the workshops.



**EVENTS**

- Conference, 23 October 2020  
International seminar dedicated towards sustainable development, with a panel discussion on social design.  
[Learn more](#)
- Exhibitions, 21 October 2020  
A student's exhibition of recent works related to the theme of the conference.  
[Learn more](#)
- Workshops, 21–22 October 2020  
Workshop, Green future and Sustainability workshop for students and experts during the working week.  
[Learn more](#)

**ORGANISERS**

IF – Social Design for Sustainable Cities. Awarded by European Union National Institutes of Information and Communication Technologies (EUNICT), EUNIC – European Union National Institutes of Information and Communications Technologies, a network of national research and educational institutions, with its members from all 28 Member States. The conference has partners from Poland, France, Germany, Italy, Spain, Portugal, Greece, the City of Athens, as well as by several other Polish and international organisations.

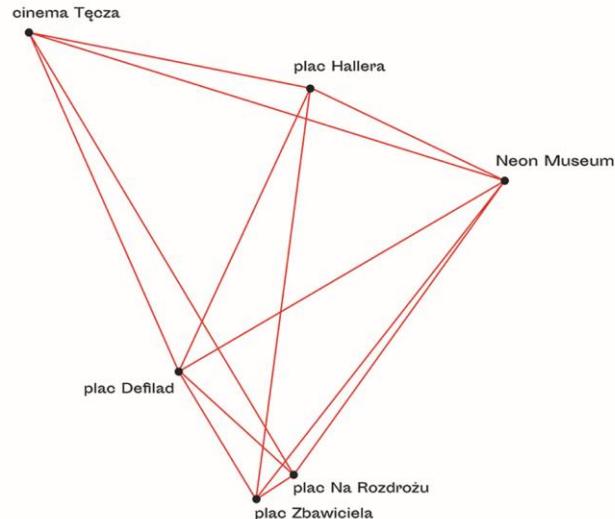


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# PLACES EN RELATION

Civic city



10.03–10.04.2019

**Centrum Sztuki Współczesnej**  
Zamek Ujazdowski  
Jazdów 2, Warszawa

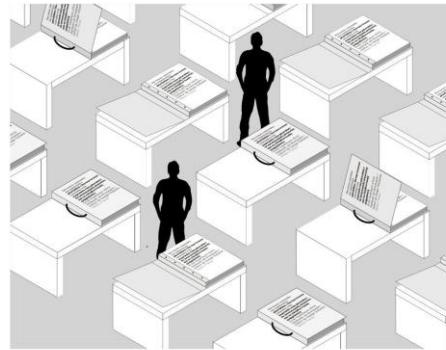
In a world where a large majority of the population lives and works in cities, what should the public place look like?

**Inscriptions — A. La scénographie en relation — d'exposition**

**02 – Les objets d'expositions**

**2.1. – Table d'exposition**

03 – Table d'exposition



Présentation technique 04.3.2019





2 Typefaces

The life of  
a designer is  
a life of fight:  
a fight against  
the ugliness.<sup>1</sup>

1 Massimo Vignelli in Helvetica (2007), Gary Hustwit

3 Typefaces

■ Helvetica ■ Helvetica Neue

4 Typefaces

■ Helvetica ■ Arial

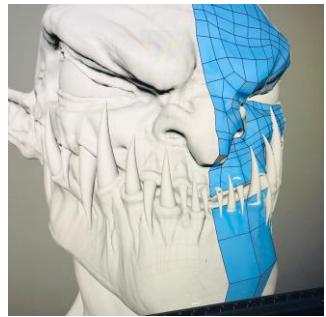
3D, VR and AR



Minh Hai Duong (Tiger)

- **3D modeling & texturing**
- **3D compositing**
- **virtual reality & augmented reality**
- **sound recording & editing**
- **motion graphic & visual effect**





3D modeling & texturing

ANIMATION  
& MOTION PICTURE



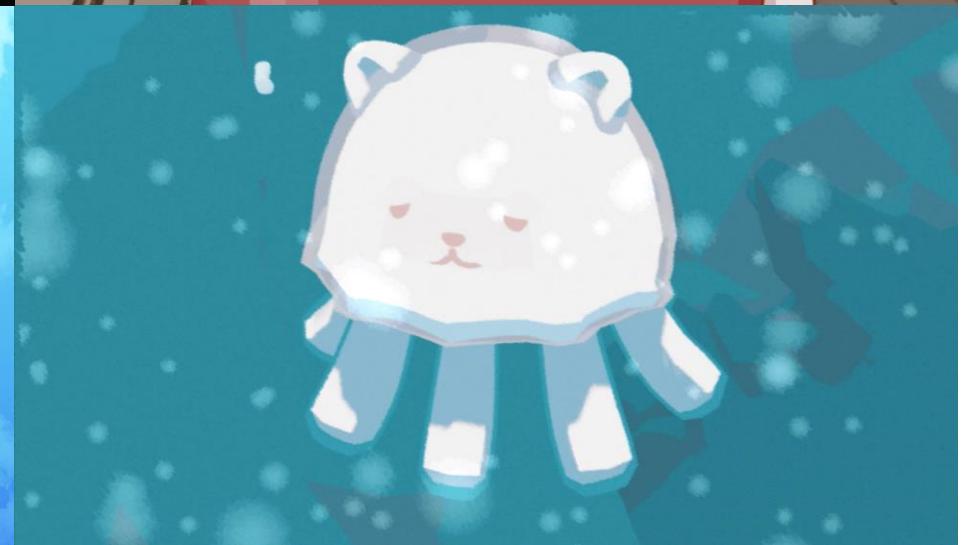
Zuzanna Szyszak



Mateusz Jarmulski

- **animation principles**
- **2D animation basics**
- **character design for animation**
- **animated production stages**
- **storytelling**





# GAME DEVELOPMENT IN UNITY

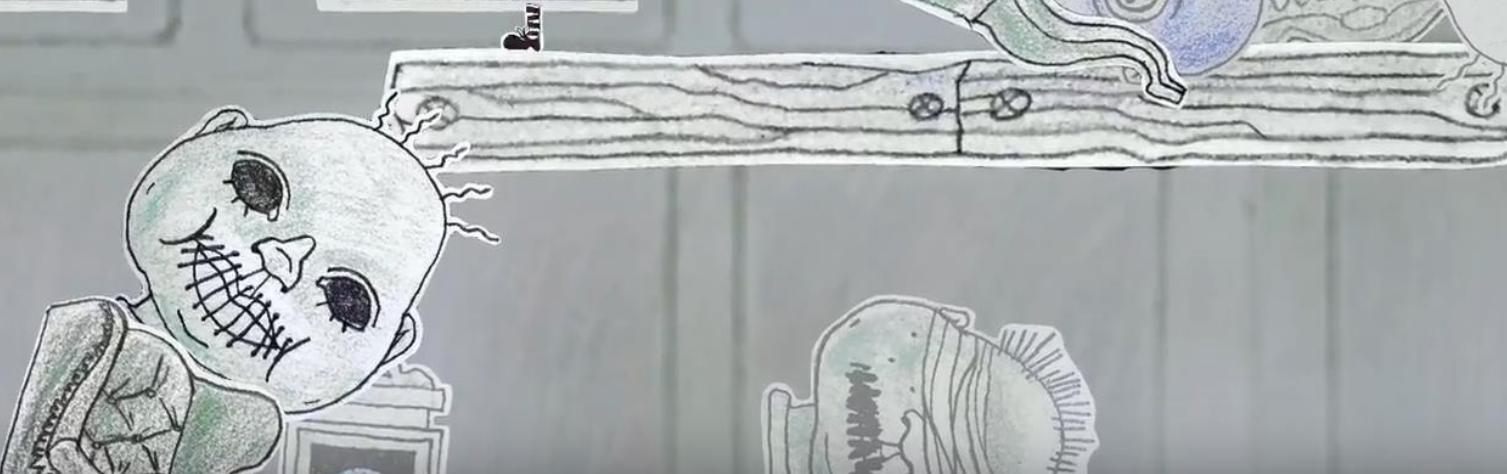
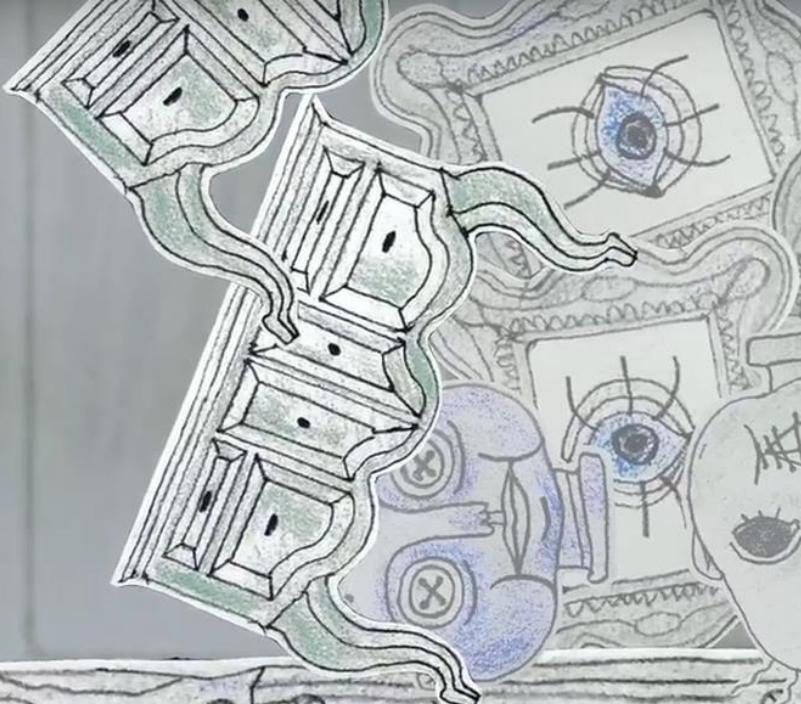
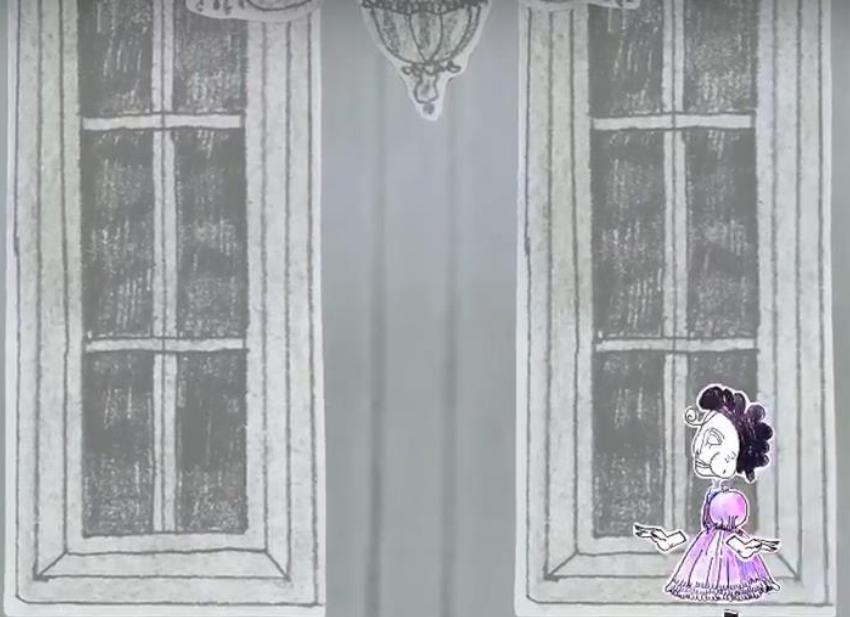


Anil Demir

- game design and development
- technical art (user interface, art tools, shaders)
- game studies
- pixel art, 2D / 3D real-time graphics



Basics of 2D game development using Unity C#  
User interface, animation, physics and interactivity  
Asset creation and importing workflows  
Technical aspects of video game development for artists



PJAIT GAME LAB



- **educator/researcher in game studies,  
design & development**
- **supervisor/advisor for video game projects**

Benjamin Hanussek  
Head of PJAIT Game Lab,  
LQA Game Testing Specialist  
@Lionbridge Games







OPEN AIR WORKSHOPS  
IN JANTAR: EVERY SUMMER  
ART ON THE BEACH



POLISH-JAPANESE  
ACADEMY OF INFORMATION  
TECHNOLOGY



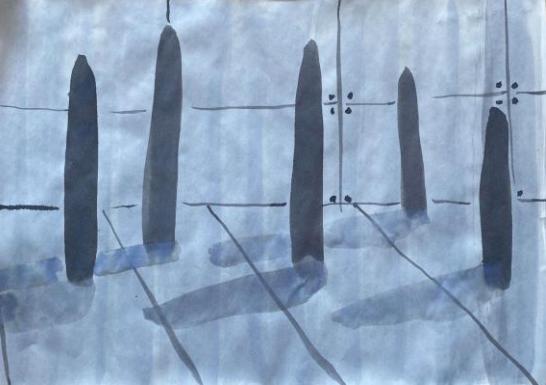
NEW  
MEDIA  
ART

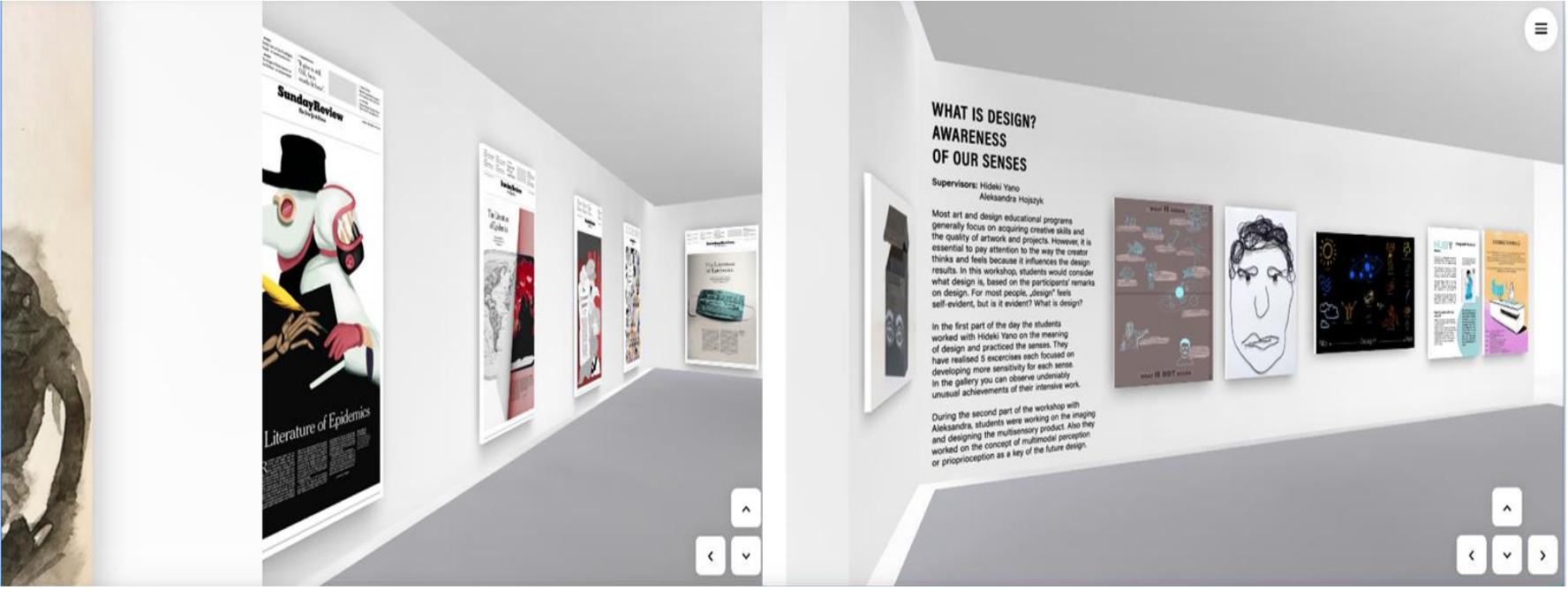


Lead by teachers  
from around the world  
every month

# INTERNATIONAL DESIGN WORKSHOPS







International design workshops – VR gallery  
works under supervision of Alexandra Zsigmond  
former NYT Magazine, present New Yorker art director

# The New York Times

International design workshops – VR gallery works under supervision of Alexandra Zsigmond former NYT Magazine, present New Yorker art director



Awards / World Illustration Awards / 2019 / Shortlist / Emilia Karolina Miękisz

Log In or JOIN NOW

Back to Awards List Previous



## Emilia Karolina Miękisz : Who is to blame?

### Editorial

Commissioned | New Talent

#### Brief:

I was given the article from New York Times "CSI: Earth" by Gavin Schmidt, about how scientists become forensic scientists/detectives who trace fingerprints on earth to see who/what is responsible for climate change. The task was to illustrate this article in a serious way, not funny. The title of the article was changed after the illustration was done to: How Scientists Cracked the Climate Case.

#### Additional Information:

Since in the text it was mentioned several times how fingerprints can trace what is causing the climate change I decided this to be my main basis for the illustration. I used the ink for the stamps to do the fingerprints, just like they do in the police [the original title of the article was CSI Earth, so it was a natural thing to do]. Then I modified it in photoshop and did a small animation.



Share

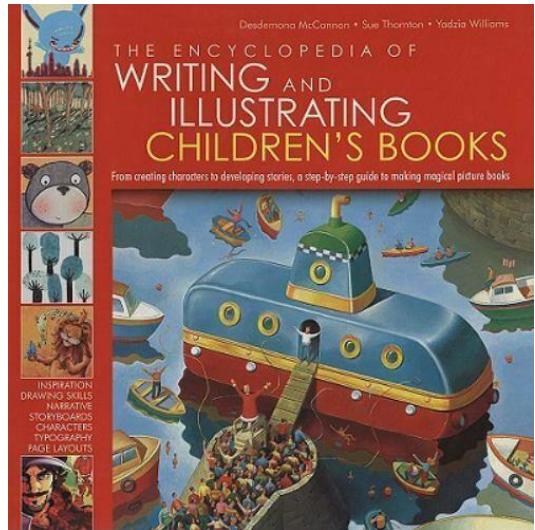
[https://static01.nyt.com/images/2018/10/24/opinion/24schmid/24schmid-](https://static01.nyt.com/images/2018/10/24/opinion/24schmid/24schmid-article-large.jpg)

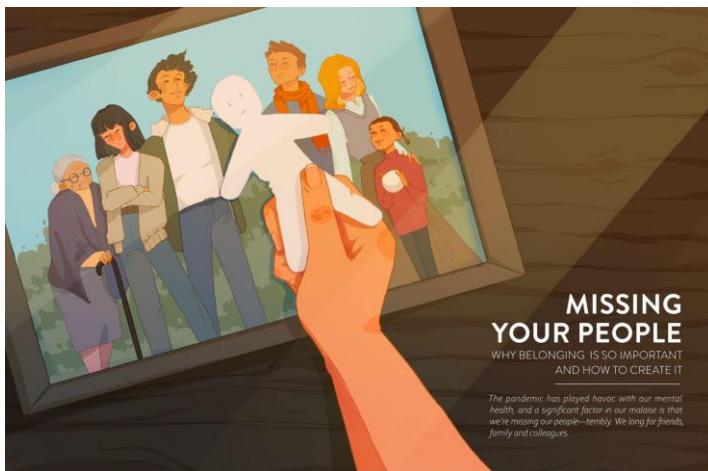


International calligraphy workshops by Brody Neuenschwander, 2019



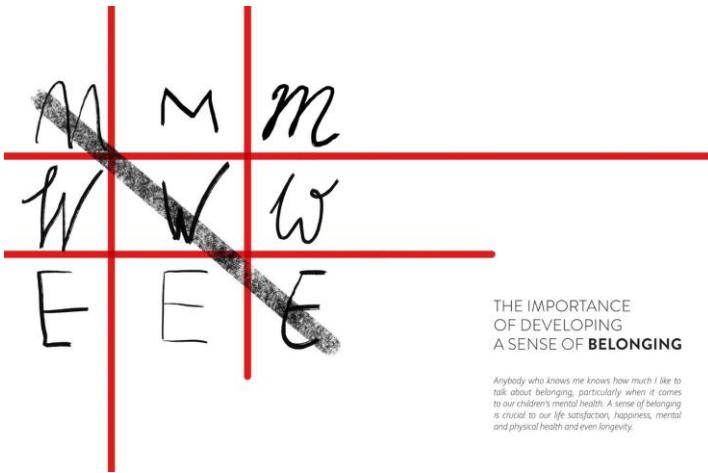
International design workshop by Yadzia Williams & PJATK teachers, 2022





## WE WERE BORN TO BE WILD

For we belong to one another — to the house finches and the climbing raccoons and the door-knocking turtles and the bathing bears. Recognizing that Amherst will do more than keep our fellow creatures safe.



## THE IMPORTANCE OF DEVELOPING A SENSE OF **BELONGING**

Anybody who knows me knows how much I like to talk about belonging, particularly when it comes to our mental health. A sense of belonging is crucial to our life satisfaction, happiness, mental and physical health and even longevity.

## MISSING YOUR PEOPLE

WHY BELONGING IS SO IMPORTANT  
AND HOW TO CREATE IT

The pandemic has played havoc with our mental health, and a significant factor in our malaise is that we're missing our people—terribly. We long for friends, family and colleagues.





International design workshops by Marjatta Itkonen, 2022

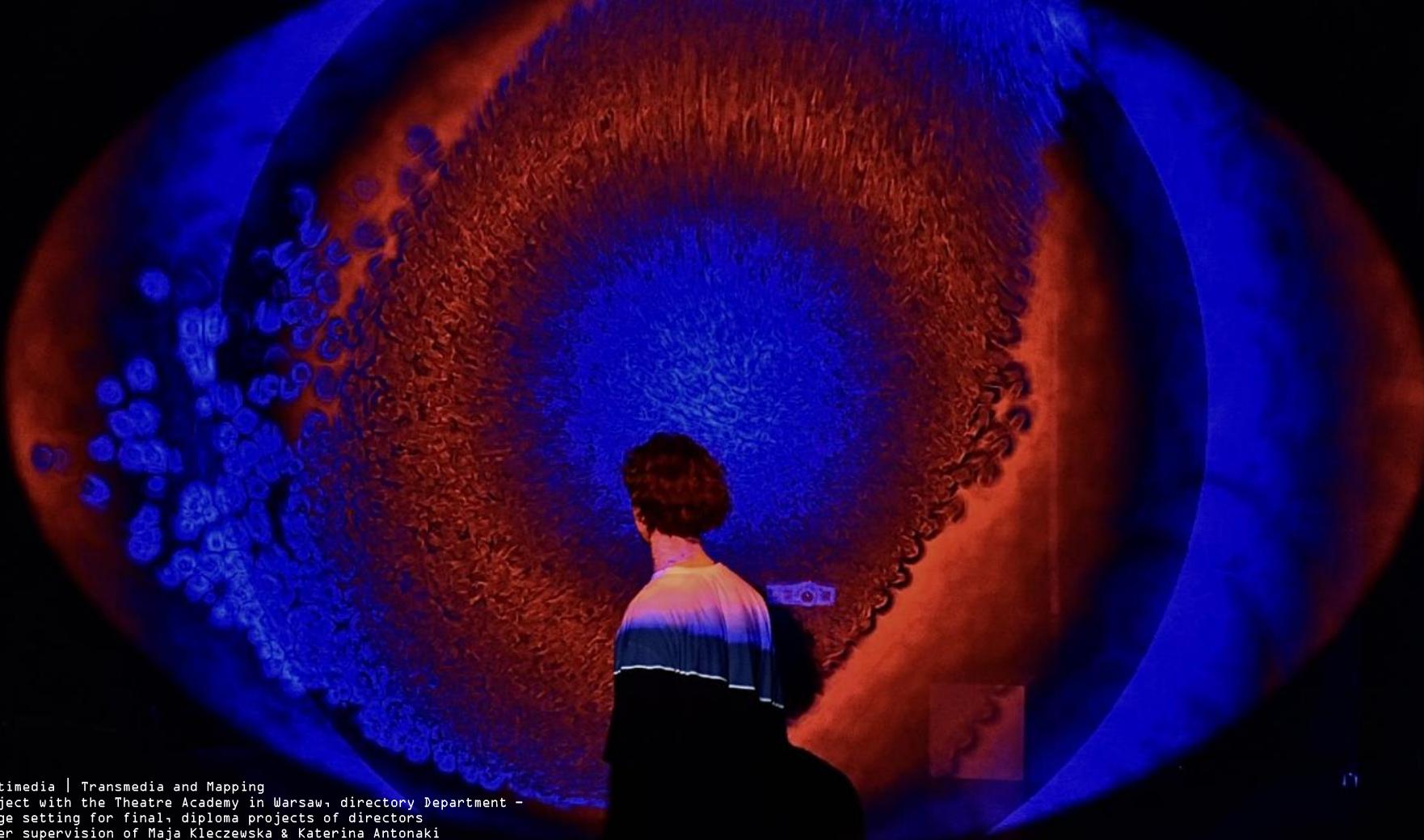




Multimedia | Transmedia and Mapping  
project with the Theatre Academy in Warsaw, directory Department -  
stage setting for final, diploma projects of directors  
under supervision of Maja Kleczewska & Katerina Antonaki



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# THE CONVERSATION

08.02.2023

Director:  
Ewa Gałica

Actors:  
Agnieszka Sawicka  
Jakub Cendrowski  
Mikołaj Łukasiewicz  
Tadeusz Ratuszniak

Set design:  
Maria Karłowska

Multimedia Design:  
Athanasios Katsoulannis  
Kamila Różańska  
Sefa Sagir

Sound Design:  
Sepehr Abolhosseini

Music:  
Michał Górczyński

Coordinators:  
Bartosz Wyszyński  
Katerina Antonaki  
Małgorzata Kleczewska  
Mateusz Król  
Tomasz Miskiewicz

National Academy  
of Dramatic Art in Warsaw  
17:30 | Foyer, Main Building  
Miodowa 22/24, 00-246 Warsaw



Directed by Patryk Warchot

# REQUIEM FOR A DREAM

08.02  
Premiere

21:00  
Akademia Teatralna im.  
Zelwerowicza, Aula

Actors  
Aleksandra Bożek  
Maciej Czerkański  
Bartosz Jedraś  
Piotr Napierała  
Tomasz Osica  
Dariusz Starczewski  
Natalia Szczypta

Music  
Nikodem Stomczyński

Video  
Alexander Dulák

Costumes  
Maja Zegota  
Jana Nedelko

Assistant Director  
Viktoria Dulak

Multimedia Design  
Aliaksandra Verkhalačava  
Natasza Pierzchała-Suska  
Yannis Dermatis

Set design  
Ksenia Melnyk

# THE IDIOTS

National Academy  
of Dramatic Art in Warsaw

Miodowa 22/24, 00-246 Warsaw | 14:00 | Building D | 3rd floor | Room 302 | 8th of February

Based on fragments from: *The Idiots*, *Breaking the Waves*,  
*Melancholia* by Lars von Trier and *Humiliated* by Jesper Jargil.

Cast  
Aleksander Łysi  
Maciej Czerkański  
Kuba Domochowski  
Michał Kasztylek  
Kamil Kożek  
Helena Roża  
Natalia Sczcypka  
Katarzyna Zająć

Direction, script  
by Ewa Piatt

Music, sound design,  
video and animation  
by Sefa Sagir

Photography  
by Ivan Temchyshyn

Poster design  
by Sefa Sagir  
Oles Samko

Coordinators  
Bartosz Wyszyński  
Katerina Antonaki  
Małgorzata Kleczewska  
Mateusz Król  
Tomasz Miskiewicz

Stage Design  
by Przemysław  
Kaznowski

Exam supervised  
by dr Małgorzata Kleczewska

AKADEMIA TEATRALNA  
im. ZELWEROWICZA  
WARSZAWA

POLSKO-JAPONEWSKA AKADEMIA  
TECHNIK KOMPUTEROWYCH

UNIVERSITY OF  
WEST ATTICA  
POLISH-JAPANESE  
ACADEMY OF INFORMATION  
TECHNOLOGY

NEW  
MEDIA  
ART

Multimedia | Transmedia and Mapping  
project with the Theatre Academy in Warsaw, directory Department –  
stage setting for final, diploma projects of directors  
under supervision of Małgorzata Kleczewska & Katerina Antonaki

Varsovie 02/10/2017

Les recherches seront  
visible en commençant par  
le lancement du projet  
5,6,7 octobre 2017.

Places of Research:  
pjatk

Plac Defilad - Parade Square

Ośiedle Jazdów

Warsaw Museum

Neon Museum

## PLACES EN RELATION

Varsovie 02/10/2017

# Varsovie

#### About the school:

The department of New  
Media Art of the Polish-  
Japanese Academy of  
Information Technologies uses

Current research areas in  
the department include new  
forms of visual  
communication using sensor  
and physical interfaces,  
environmental domes

About Ewa Satalecka:  
Ewa Satalecka is Professor at  
Polish-Japanese Academy of  
Information Technologies in  
Warsaw, leader of the

LUNDI 29 JANVIER

Cognée

NOS UTOPIES ET NOS SCIENCES-FICTIONS : DES NATIONS AUX GALAXIES



11H - NOTRE PLACE

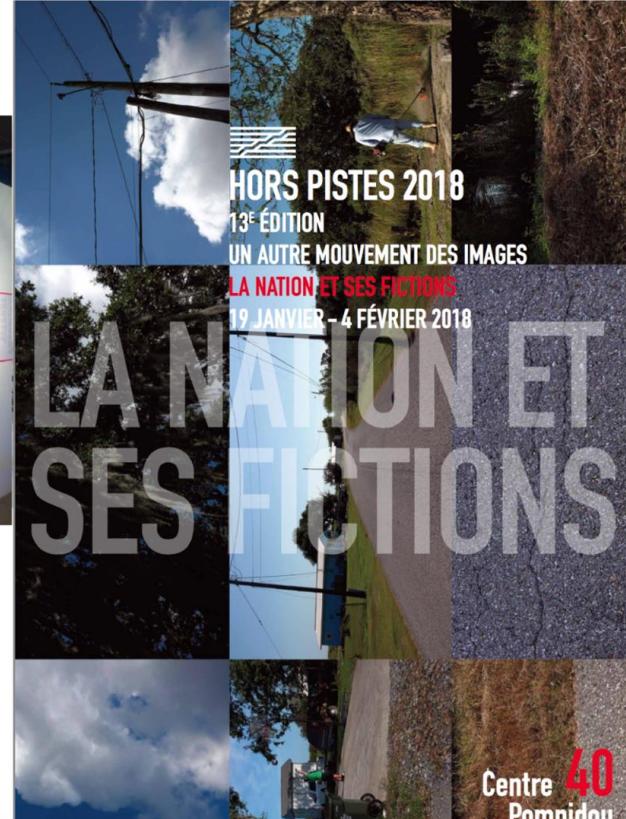
**PLACES EN RELATION**  
une proposition de Ruedi et Vera Baur  
et Civic City  
Dialogues entre deux places étudiées  
par des designers internationaux.  
Présentation des villes J et K : Strasbourg et  
Varsovie

Montage des villes L et M : Antananarivo et Le Caire  
Table-ronde en présence de Vera Baur,  
Pauline Marchetti (Paris), Katerina Antonaki,  
Jan Piechota, Maciek Polczyński et Ewa Satalecka  
(Varsovie)

Présentation page 9

11H-14H - UNIVERS-CITÉ

**PLURISONS 2**  
une proposition de Jean-Baptiste Veyret-Logerias  
Deuxième atelier de chorale dissonante  
Présentation page 28





# IF SOCIAL DESIGN STUDENT WORKS EXHIBITION FROM 27 COUNTRIES

OPENING ON-LINE [FACEBOOK](#) STREAMING 21.10.2020 AT 6:00 PM CEU

PROM KULTURY | BRUKSIELSKA 23 | WARSAW | 21–30.10.2020 | OPENED: 10.00–21.00



Exhibitions around the world: Warsaw, 2020





Exhibitions around the world: The Palais de la Porte Dorée |  
Civic City - inscriptions in relation | exhibition - February 2020





Exhibitions around the world: Kanazawa, 2022



Exhibitions around the world: Milano, French Institute, 2023





POLISH-JAPANESE  
ACADEMY OF INFORMATION  
TECHNOLOGY

NEW  
MEDIA  
ART



**Program in Graphic Design & Multimedia Art** in English only  
Polish-Japanese Academy of Information Technology

Koszykowa 86 st.  
02-008 Warsaw

**Recruitment Office**

tel: +48 22 58 44 590  
[rekrutacja@pja.edu.pl](mailto:rekrutacja@pja.edu.pl)

**website:** [pja.edu.pl](http://pja.edu.pl)

**facebook:** @polskojaponska

**instagram:** @polskojaponska

**twitter:** @polskojaponska

**youtube:** @polskojaponska

**medium:** crossing-domains