FIRST-DEGREE STUDIES - bachelor's degree

Graphic Design and Multimedia Art

The program in this field of study is conducted only in English.

FIRST SEMESTER

Elements of Visual Communication Theory 1   EVCT1

The lecture is designed to introduce students to the basic knowledge of visual communication. It covers issues from the time of the development of symbolic thinking (nascent abstract signs), to the current pictographic communication. Students will learn about writing systems in early cultures (Mesopotamia, Egypt, China, Mesoamerica), leading to the development of alphabetic writing. In addition, the lecture covers the visual history of Latin script (in handwritten and typographic forms) from its Greco-Roman origins to postmodernism. The phenomenon of using writing as a medium of artistic expression in contemporary art (Text Art, performance, VR) is also discussed.

International Design Workshops 1   IDW1

The purpose of the course is to prepare the student to cooperate in solving a variety of design problems, in an international creative environment, in creative teams. The competencies gained in these classes prepare the student to work in international design teams and teach sensitivity to civilization and cultural problems. Social Design workshops are held in October and November, text-based communication in December, and Creativity in January.

Basics on HCI   BHCI1

The purpose of the course is to provide students with the necessary theoretical and practical knowledge related to the basic aspects of Human-Computer Interaction (HCI), the creation of Graphical User Interfaces (GUI) and, in particular, User Centered Design (UCD) methods. In class, students work in groups and design prototypes of mobile applications based on concepts they have created. The UX design process consists of, among other things: analysis of design requirements, determination of characteristics of user needs, creation of conceptual sketches, design and prototyping, evaluation and usability testing of the produced solutions, and development of conclusions and test reports.

Multimedia IT Tools 1   MITT1

The purpose of the course is to familiarize you with the methods and techniques of graphics processing in ADOBE programs. We start with Adobe Photoshop. Students learn about the program's functions and use them during exercises. Then we move on to learning the basics of working with vector images and learning how to use the Adobe Illustrator graphics

program. The lecturer presents the knowledge, which students consolidate during practical exercises. Learning the basics of working with text is done by learning how to use the Adobe InDesign graphics program. Exercises consist of step-by-step tasks, followed by the implementation of individual projects using the tools learned.

Lettering   LI

The course is designed to introduce students to the basics of tool lettering (uncial, textual, minuscule), to acquaint them with fundamental knowledge, regarding typography and professional terminology, and to develop the ability to use the letter artistically as an artistic medium. In addition, the course promotes the development of the right attitudes and habits in calligraphic work. The classes are mainly workshop-based in nature with an introduction in the form of a lecture.

Spatial Forms 1   SF1

Spatial forms is a subject that introduces the student to working with three-dimensional structural composition. The course includes assignments including reliefs inspired by natural forms, sculptures from nature (portrait) and sculptures inspired by fantasy characters. In the projects, students use a variety of art materials, such as paper and clay.

Semiotics of Visual Language   SEME

Lectures introduce the theoretical foundations of the semiotics of visual language, preparing you to apply the acquired knowledge in practical classes.
Exercises/Laboratory: During the course of the class there are practical exercises: projects of posters, illustrations, short narratives with images - concise messages based on visual signs.

Academic Learning Skills   ALS

During the course, students learn about the program and plan of study, as well as the organization of the university. They become familiar with techniques for acquiring and organizing knowledge. They acquire skills of time organization and task planning. The classes prepare them for teamwork, a culture of communication and academic discussion. The aim of the course is to support those entering college in taking on challenges and new tasks.

Japanese Art and Culture 1   JAC1

The class provides an introduction to the knowledge of Japanese culture, society and aesthetics and art. The class will attempt to identify specific features of Japanese culture and diagnose the global success of Japanese popular culture. Both spiritual and material cultural elements will be discussed. The program will also include an introductory analysis of issues related to Japanese aesthetics. We will also deal with categories of so-called "traditional aesthetics," including wabi, shibui, miyabi, basara, ma, iki, nōtan and kazari. An attempt will be made to diagnose new developments in Japanese art and design. The last class of the semester is practical-students will make paintings (suiboku ga).

Language, Art and Making Meaning 1   LAMM1

The class prepares students to understand and apply various methods of meaning-making in language and art. Students will be introduced to a range of ways of generating meaning by analyzing the texts of prominent thinkers and the work of artists, in order to see how the two areas can merge. This will develop the ability to critically discuss their own work and the work of others.

Visual Literacy Elements 1   VIL1

During the course, students learn the basic means of artistic expression. Through traditional drawing and painting from nature, they learn techniques of observation and interpretation. The greatest emphasis is placed on individual development and process. Exercises provide the opportunity to solve basic compositional problems such as contrast, color, rhythm, accent and dominance, etc. using traditional workshop tools. The exercises develop artistic sensitivity and the ability to analyze a picture.

English Language 1   ENG1

The course helps students develop language proficiency and academic writing skills. The course will focus on topics related to new media, art and design. The class will develop the practical application of English, taking into account such aspects of communication as presentation skills and academic writing related to the future profession and area of research.

SECOND SEMESTER

Elements of Visual Communication Theory 2   EVCT2

The lecture is a continuation of the EVCT1 course. Its purpose is to expand the knowledge of visual communication with a practical context. Using texts by practicing designers and analysis of selected projects, issues describing the entire design process (from creative concepts to the creation of a complex visual environment using image and text) will be discussed. Special emphasis will be placed on two-script communication.

Photography   FOT

The aim of the course is to introduce the knowledge related to digital photography through the implementation of practical exercises. Students will learn how to operate a digital SLR camera, light painting technology and lighting in a photo studio.

From Sign to System   FSS

The course introduces graphic design. It focuses on the process of creating a design, inspired by non-Latin script. Based on theoretical preparation and the research process, starting with a sign, students create a visual identity system. They then develop a presentation of examples of the application of the designed system.

International Design Workshops 2   IDW2

The purpose of the Level 2 course is to provide in-depth preparation for collaboration in solving a variety of design problems, in an international creative environment, in creative teams. Interaction Design workshops are held in March, Cross-culture in April and May, and Motion Picture in June.

Elementsof Multimedia Theory 1   EMT1

The lecture program includes considerations of media anthropology. We will deal with the concept of Marshall McLuhan, then move on to the anthropology of social media. Another topic will be the progressive process of human cyborgization and hence the development of immersive multimedia technologies - VR and AR, as well as the development and social reception of mobile devices.

Japanese Art and Culture 2   JAC2

The content of the class includes the origins, history, visual conventions, leading themes, creators and cultural contexts of Japanese animated film (anime). Consideration of anime covers a range of topics including the work of Tezuka Osamu, the creation and films of Studio Ghibli, the development of puppet animation, outside of mainstream cinema, technological dystopias (Akira, dir. Ōtomo Katsuhiro and Neon Genesis Evangelion, dir. Anno Hideaki), the postmodern current in Japanese animation, films by new filmmakers and new themes in the 21st century (posthumanism - Hosoda Mamoru's Wolf Children,), Shinkai Makoto's social realism anime, as well as experimental and auteur animation (Mizue Mirai and Wada Atsushi). The last lecture is devoted to selected Japanese painting and graphic techniques and is practical in nature. Students will work on their own concept art compositions.

Multimedialne narzędzia informatyczne 2   MITT2

The purpose of the course is to learn how to use Adobe programs. Students will learn how to work in After Effects, a program used for computer animation and special effects. The subject presents knowledge of film post-production and other issues related to this field. During the class, the tools and basic functionalities of the program are presented. Exercises consist of performing tasks, and then realizing individual projects using the learned tools

and techniques.

Struktury przestrzenne 2   SF2

The goal of the class is to familiarize participants with the technologies and materials necessary in the design process. Students make a model of a character from a computer game or animated film, which is a prototype of a 3D model, or create an assemblage using materials and objects from everyday life.

Projektowanie graficzne 1   DD1

The course aims to introduce students to the basics of digital design. Students are tasked with making a landing page design, presenting and prototyping the front-end. The work is conducted in small teams and includes: the design of the prototype, with particular attention to the functionality of the interface - the hierarchy of information, typography, layout, its possible interactions. Students evaluate the functionality of the design with potential users.

Elementy języka wizualnego 2   JW2

The classes develop and deepen knowledge and skills in the use of means of artistic expression and solving compositional problems, such as contrast, color, rhythm, accent and dominance, etc. Exercises develop artistic sensitivity and the ability to analyze an image.

Plener   OPAW

Plein air classes are classes at an off-campus location where students can gather inspiration and create works under the guidance of international staff. The classes take the form of short creative meetings, where students join an instructor of their choice and can work in traditional or digital techniques, depending on their own interests and the nature of the workshop. The outdoor classes are characterized by a very individual approach to the working method. Treating nature with respect is paramount. Students will have the opportunity to conduct site-specific research.

Podstawy projektowania interakcji   PPI

The purpose of the course is to provide students with the necessary theoretical knowledge and a range of practical skills to create projects using Virtual Reality technology for 360° interactive scenes/guides. Students, working in groups, complete a semester project consisting of interactive virtual scenes and a responsive website. The exercise program includes work on sketching and creating 360° panoramas, optional work

with 360° cameras (including techniques for shooting spherical panoramas, realization of images
at the target location, processing and post-production of 360° photographs in a graphic editor), design of an interactive virtual experience in specialized software for creating interactive guides, preparation of supplementary materials for the scenes in the form of descriptions, graphics, etc., prototype of a simple website describing the project and integrating it with the virtual scenes. The created project can be viewed through a web browser and smartphones placed in VR goggles (cardboard).

Język, sztuka i tworzenie znaczeń 2   LAMM2
Continuation of the class The class supports the development of skillful use of various methods of creating meaning in verbal statements and in art. The ability to critically discuss one's own work and the work of others is deepened.

Język angielski 2   ENG2
The course develops and deepens language proficiency and academic writing skills. We develop topics related to new media, art and design. The class deepens the ability to create presentations and academic texts related to the future profession and area of research.

THIRD SEMESTER

Animacja   ANI
The class is aimed at mastering the principles of 2D drawing animation and acquiring the basic ability to narrate with the language of animation. The purpose of the course is to develop the ability to create movement through drawing animation. The basics and principals of animation are introduced, which will be used in the next semester and in subjects where the creation of movement using more advanced tools appears (animated typography, motion design, 3D animation, computer games, interactive animation).

Podstawy modelowania 3D   BM3D
The subject 3D modeling introduces you to the basics of creating a 3D character or object using computer programs. Creating a 3D model on a computer is one
of very important stages in game design, film making, animation, 3D printing. The course will provide students with an overview of not only 3D modeling, but also deeper processing of object mesh structure (topology), texture, rendering, lighting configuration, camera placement, character movement, etc.

Podstawy interaktywnej narracji BIS

The goal of the course is to provide students with the necessary theoretical knowledge and a range of practical skills to plan, design and publish interactive multimedia stories (Interactive Digital Storytelling). Students will gain experience in creating non-linear scenarios, interaction design, visualization of static and dynamic elements, user interface design and video post-production.

Podstawy produkcji dźwięku BSD

The purpose of the course is to provide knowledge related to the recording process in an anechoic chamber. No knowledge of the audio field is required. Students will become familiar with the post-production process of the recorded sound signal, realizing a radio play.

Elementy teorii multimediów 2 EMT2

The class is designed to familiarize students with the fundamentals of multimedia and new media theory. Lectures include the presentation of theoretical models and issues related to the impact of multimedia and new media on communication, art, design and perception. Lectures combine presentation of theoretical problems with practical examples of multimedia application and include elements of work on theoretical texts.

Międzynarodowe warsztaty projektowe 3 IDW3

The purpose of the course at level 3 is to prepare the student in-depth to collaborate in solving a variety of design problems, in an international creative environment, in creative teams.

Sztuka i kultura Japonii 3 JAC3

The lecture presents ideas, visual idioms, colors and forms relevant to Japanese fine arts and other visual means of communication. The discussion of the history of Japanese art will cover, in some brief detail, the period from the Neolithic to the Edo era (1603-1868), with emphasis placed on Buddhist art, colorful emaki mono scrolls, decorative screens byōbu and ukiyoe woodcuts. Special attention will be given to the period of Japanese art development from the second half of the 19th century to the present. We will consider artistic responses to the accelerated modernization of the country, debate cultural identity and the ever-changing definition and role of tradition in modern artistic practice. Other topics will focus on the problems of: the representation of women in the field of art, art as propaganda, artistic strategies for constructing cultural identity, and the representation of marginalized subcultures in Japanese visual arts.

Sztuka, transmedia i transhumanizm   ATT

In this class we will engage in a reflection from the field of the anthropology of spectacle. We will deal with the relationship between ritual and spectacle. We will also offer an introduction to the knowledge of theater, with a focus on the study of stage proxemics, the figure of the actor, theaters of convention, and the relationship between actors and spectators. We will look at a wide range of artistic practices undertaken by artists, dealing with art and design. The class will introduce the student to numerous theories and approaches to new media art, including strategies of transhumanism, queer theory, etc. We will look at the practices of leading artists, as well as artistic strategies that not only use new technologies as a means of expression, but also discuss the role of new technologies in social life.

Projektowanie graficzne 2   DD2

In this course, students are introduced to service design by working on more complex projects. Work is conducted in small teams and involves designing a prototype. Students develop communication skills to work faster, get inspired and create more complex designs that respond to real-world problems.

Filozofia   FIL

The aim of the class is to familiarize participants with the rudiments of the Western philosophical tradition. The presentation of the content is conducted in problem order rather than chronological order (the class is not a course in the history of philosophy). Special emphasis is placed on treating philosophy as a matrix of relevant questions about the world, man and his creations. Therefore, subsequent classes will revolve around the presentation and subsequent discussion of questions central to a particular branch of philosophy. Axiological issues, and within them aesthetics and philosophical reflection on art, have received particular attention due to the profile of the study.

Podstawy publikacji internetowej   BIP

The goal of this class is for students to create documentation of their thesis in the form of a website, based on Wordpress technology. Students will learn advanced techniques for managing the Wordpress environment. The work ends with the creation of a prototype ready for publication on the Internet.

Podstawy interaktywnej narracji   BIS

The goal of the course is to provide students with the necessary theoretical knowledge and a range of practical skills to plan, design and publish interactive multimedia stories (Interactive Digital Storytelling). Students will gain experience in creating non-linear scenarios, interaction design, visualization of static and dynamic elements, user interface design and video post-production.

Ilustracja   IL

The goal of the class is to develop skills in creating a digital illustration, or a narrative image that tells a story, conveys an emotion or mood, or sells a concept or product. The starting point for the creation of a design can be painting or drawing, created using traditional methods, but the final design is developed using computer software for raster or vector graphics.

Język angielski 3   ENG3

This course focuses on developing strategies for effective communication. Students practice and apply their acquired language skills to perform various tasks such as reading with comprehension, essay writing and oral presentation. They are introduced to various genres of academic texts. Through this course, students gain confidence in their ability to use English effectively.

Unity   UNI

The aim of the course is to give students an introductory knowledge of the Unity game engine through practical examples of simple games.

FOURTH SEMESTER

Zarządzanie procesem projektowym   DPM

The course introduces knowledge of the basic methods of academic work in the field of art and design. It serves to support research and the practical diploma project based on it. It explains the successive stages of the design process and prepares for the final presentation of the work. During the exercises, methodical tasks are carried out and individual student projects and case studies are discussed, presenting good practices.

Projektowanie gier   GD

In PART I, students will learn the basic theories and definitions of game design (what constitutes a video game, terminology of game design elements, bad and good approaches to game design). In PART II, students will be introduced to basic tools and practices that will allow them to create their own game prototypes. In PART III, they work on their individual projects, creating a GD and executing their playable prototype design. The goal of this class is to teach game design through a combination of theoretical preparation and independent practice.

Międzynarodowe warsztaty projektowe 4   IDW4

The aim of the course at level 4 is to prepare the student in an advanced way to collaborate in the creative solution of various design problems,
in a cross-cultural creative environment, in creative teams.

Seminarium dyplomowe – komunikacja multimedialna   GSMC

During the undergraduate seminar, students are required to prepare an outline of the future theoretical work, a bibliography and an introductory chapter. These documents are the basis for passing the class. The work during the seminar is based on the class participants' referencing of content related to the thesis. Participants, together with the instructor, also engage in critical reading of scientific texts on a range of phenomena in the areas of fine arts, design and multimedia communication. Part of the class is devoted to an overview of methods of conducting research on visual culture. We will discuss semiotic approaches, feminist approaches, gender studies, postcolonial theory and postmodern practices, among others. A sizable portion of the class is devoted to the grammar of graphic design, including studies of color, composition, and the relationship between text and visual image. Works and phenomena from the broad field of visual, audiovisual and performing arts will be discussed.

Fotografia i obraz ruchomy – warsztat   PMP

The photo-film workshop develops the knowledge and working skills and professional competence of applying photo-film techniques in a transmedia project. A person participating in a selected workshop learns and practices working with tools in a professional photo or film studio. While performing the task, she learns advanced techniques for creating, processing, editing and sounding images. She is prepared to work with teams working in a photographic or film studio, understands the language used by professionals

involved in the creation and processing and editing of photographic and film images. She is ready to work in such a team.

Świat cyfrowy   DD

The purpose of the proposed course is to familiarize students with selected theoretical proposals of 20th/XXI-century philosophy and humanities focusing on the problems generated by the powerful development of technology in the last two centuries. Particular emphasis is placed on critical reflection on the consequences of the development of digital information technologies.

Elementy sztucznej inteligencji   AIE

The purpose of the course is to familiarize students with the basics of artificial intelligence, in particular, neural networks and discuss them. During the course, general and technical aspects of working with neural networks will be presented, allowing students to work on their own with the discussed technology.

Animacja i efekty specjalne   AVP

During the course of the course, students learn 2D animation techniques using Adobe After Effects software, reworking movement using computer interpolation (keys in animation). They use complex tools to build characters and their animation. During the workshop, students create advanced interactive animation and large-format projects.

Projektowanie interakcji   ID

The purpose of the course is to provide students with the necessary theoretical knowledge and a range of practical skills to create interactive projects that use elements of Virtual Reality and Augmented Reality technologies. During the course of the course, students realize two projects - an interactive 3D scene, developed for publication in VR space, and an interactive graphic composition, enhanced with an animation layer using AR. The 3D scene is realized using the voxel art technique, which allows for the rapid creation of simplified spaces and objects. The selected design tools allow students to go through the prototyping process of interactive VR environments in practice and check their performance with the help of a VR cardboard/goggles. The AR project involves the creation of two complementary forms of communication - a graphic composition and a complementary animation, played on a smartphone using an AR application. During the implementation of both projects, special emphasis is placed on the conscious use of interaction in immersive technologies, in order to significantly enrich visual communication and their optimal application in the process of creating art works.

Narracje wizualne   ViNa1

The goal of the course is to develop the ability to create a digital illustration sequence, or visual narrative, that tells a story, conveys an emotion or mood, or sells a concept or product. The starting point for the creation of a digital visual narrative can be images created using traditional methods, but the emphasis is on delivering a final product developed using raster or vector graphics computer software. The student(s) should be able to design visual narratives for various publishing and digital areas.

Transmedia i animacja   TA

The purpose of the course is to make a project in the form of a short animated film with one character, using any technique according to the guidelines of the first meeting. The class is divided into stages that approximate the stages of professional production - character design, storyboard, animatik, sketch animation, final animation. During the semester there are workshops on interactive animation and large-format projections.

Sztuka i robotyka   ARO

The class introduces the student to numerous theories and approaches to new media art and robotics, with a particular focus on the adaptation of new digital means in art. The class will look at the practices of leading artists and artistic strategies. The goal of the exercises is to recreate human features using simple electronic robotic devices.

Język angielski 4   ENG4

This course develops strategies for effective communication in academic contexts. Students will practice and apply their acquired language skills to perform a variety of tasks.

Teoria filmu i multimediów   TFM

The aim of the class is to improve skills in film production, as well as gain basic knowledge in film theory and history. Students will learn the secrets of the art of filmmaking, such as working with professional actors, operating high-quality equipment, storyboarding and editing.

Wychowanie fizyczne 1   WF1

The purpose of the subject is to provide well-being and mental and physical health, relaxation, a break from computer classes.

FIFTH SEMESTER

Pracownia dyplomowa – projektowanie cyfrowe 1   DDS1

The purpose of the class is to support students in both research work and implementation of the practical part of the diploma project in accordance with the established principles of the design process. Students prepare a diploma project on a topic related to
related to digital design. They are supported in their work through regular consultations and meetings with promoters.

Pracownia dyplomowa – transmedia i animacja   TAS1

The purpose of the course is to create a thesis based on an individual artistic statement created using the latest digital technologies, programs
and environments in the field of new media. The student receives and develops comprehensive knowledge
and skills in the language of new media and the ability to build creative artistic statements in the area of multimedia.

Pracownia dyplomowa – projektowanie gier 1   GDS1

PART I introduces students to the basics of game design. Students will learn basic game design theories and definitions (what makes up a video game, terminology of game design elements, bad and good approaches to game design). In PART II, students will be introduced to basic game development tools and practices that will allow them to create their own game prototypes. In PART III, students will work in groups on individual game projects, creating a GDD and realizing an individual design and prototype of a playable game. The goal of this class is to teach game design through a combination of theoretical preparation and independent practice. This class should be chosen if you are considering creating a game for your degree.

Indywidualne konsultacje projektów dyplomowych IT   ITGC

During individual consultations with promoters, the student is required to present the multimedia component as a component of the undergraduate project. The work is done in seminar mode based on individual or group consultations with the promoter of the IT component of the bachelor's thesis.

Projektowanie komunikacji międzykulturowej i interdyscyplinarnej   CCCD

The class will provide students with a basic understanding of key concepts in cultural anthropology, particularly visual anthropology and the anthropology of design. The topics of each lecture will focus on questions about what role art and design play in defining humanity. We will study art
and media in different cultural contexts, focusing on historical, economic and aesthetic dimensions, in Western and non-Western art forms, including so-called "tribal art." Students will be introduced to research paradigms related to the nature-culture binary divide, cultural

relativism, cultural mobility in the digital age, postcolonialism and the anthropology of everyday life.

Indywidualne konsultacje pracy teoretycznej   RIC

During individual consultations with promoters, the student is required to present a written work consisting of the title of the future undergraduate dissertation, its table of contents, bibliography and at least 70% of the dissertation text. The work is done in seminar mode based on individual or group consultations with the promoter of the written undergraduate thesis.

Ruch   TUM

The course introduces the basics of creating 3D animation using computer programs. Creating 3D animation is a key element in the production of animated films, special effects and computer games. The purpose of the course is to familiarize students with the secrets of 3D animation and prepare them to create animation
in a professional work environment.

Dźwięk   TUS

- The aim of the class is to acquire theoretical and practical knowledge (tools) in the field of music, its creation and sound editing. After taking a semester of classes, it is possible to create simple music or sound works in DAW-type programs. In addition, knowledge is transferred in the field of digital sound editing, which allows you to work freely on complex audiovisual works (film, animation, game, interactive installation). Knowledge is transferred:
- in the basics of acoustics;
- on digital sound editing (including technical specifications of sound files);
- on DAW-type programs and their operation;
- of the basics of music composition, with a focus on individual musical interests;
- on the basics of sound recording.

Podstawy prawa autorskiego   CR

The class is designed to familiarize participants with the basics of copyright law. Students will learn, among other things, what a work is, how broad the scope of copyright protection is, how to avoid infringement of other people's copyrights, how to use fair use provisions, e.g.

from the provision on quotation or caricature, whether computer-created (artificial intelligence) works will be subject to copyright protection, how far one can reach for someone else's work, whether someone else's creative style is protected, what are the principles of image protection.

Techniki prezentacyjne   PTEC

The classes combine psycho-educational and design elements, and are based on experiential learning and experimentation. Elements of theory are combined with practice (during the class students make mini presentations several times during the semester). An important role in the classes is played by reflection on the experience of preparing and making a presentation, receiving feedback and then drawing conclusions.

Akademicki język angielski 1   AWE1

This course focuses on developing the skills and knowledge needed to write a quality thesis. It covers a range of topics including: effective use of
using the library and online resources, researching and critically analyzing existing literature, developing effective research questions, planning and structuring a thesis, writing
in academic style and avoiding plagiarism. The classes consolidate the skillful use of English at the academic level. This knowledge, supported by the analysis of selected academic texts, provides the basis for writing your own essay. Participation in discussions promotes the expansion of vocabulary, facilitates the expression of ideas and prepares you to critically evaluate your own speech.

Narracje wizualne 2   ViNa2

The subject focuses on the practical use of a sequence of images to create a narrative. The program will include preparing the student to independently realize the premise of his/her own plot/script through a series of images. We will practice how best to drive a narrative at different levels of communication and medium (digital, traditional media). We will focus on the film premise in the context of moving image and storyboarding, as well as innovative interactive comics. This is an extension of knowledge from the previous semester.

Wychowanie fizyczne 2   WF2

The purpose of the subject is to provide well-being and mental and physical health, relaxation, a break from computer classes.

SIXTH SEMESTER

Pracownia dyplomowa – transmedia i animacja 2   TAS2

The purpose of the course is to create a thesis based on an individual artistic statement using the latest digital technologies, programs in the new media environment. The student develops comprehensive knowledge and skills
in the language of new media and the ability to build creative artistic expressions in the area of multimedia.

Pracownia dyplomowa – projektowanie cyfrowe 2   DD2

The aim of the class is to support students in both research work and implementation of the practical part of the diploma project in accordance with the established principles of the design process. Students prepare a diploma project on a topic related to digital design. They are supported in their work through regular consultations and meetings with promoters. Upon completion of the course, students should be prepared to present and defend a diploma project that meets the undergraduate requirements of the Faculty of New Media Arts.

Pracownia dyplomowa – projektowanie gier 2   GDS2

This class builds on the skills learned in GDS1 and requires the student to create a game prototype. The goal of this course is to refine game prototypes and develop designs into games that can be presented. In PART I, students will be introduced to more advanced game design and development techniques that can be used to improve prototypes. In PART II, students will learn about the testing and iteration process, which will allow them to understand the difference between games as art projects and games as consumer products. Students then use advanced game design methods and iteration techniques to refine their initial game designs in PART III.

Przygotowanie, prezentacja i obrona dyplomu   IWGP

The goal of independent work on the diploma under the supervision of the mentoring team is to create an original artistic or design work, based on the research conducted, including a multimedia component. The person working on the project decides and agrees with the mentors on the details of the theme, content and form of the work's execution. Develops the presentation and documentation of the project. Prepares for the public presentation of the defense of his project. Consultations are arranged on an individual basis.

Akademicki język angielski 2   AWE2

It leads to the correct editing of one's own written work. Through the analysis of selected academic texts, students discover various aspects of active secondary research and participate in discussions. They expand their vocabulary and ease of expression. They present, document and communicate their knowledge as individuals and as a group. During the course, they develop practical applications of English in the area of academic communication.

Ekonomia i zarządzanie karierą   ECM

The purpose of the course is to provide basic knowledge of self-directed career planning and support in raising funds for artistic and business projects. During the course of the course, students learn about good practices in career development and have the opportunity to seek expert advice on the implementation of their own plans.

Wychowanie fizyczne 3   WF3

The purpose of the subject is to provide well-being and mental and physical health, relaxation, a break from computer classes.

Praktyki Studenckie

The purpose of student internships is to provide contact and gain experience under the supervision of educators and professionals to prepare for independent professional work.