

Bialystok University of Technology

Field of study	Interior Design							Degree level and programme type	stationary second degree
Specialization / diploma path	common subject							Study profile	academic
Course name	Selectable art subject 2 (Multimedia 2)							Course code	AWMP 1114
								Course type	selective
Forms and number of hours of tuition	L	C	LC	P	SW	FW	S	Semester	II
					45			No. of ECTS credits	2
Entry requirements	-								
Course objectives	<p>Multimedia Creation in Space – Architecture and Nature. Understanding the interdependencies and interoperability of multimedia media and the conscious use of tools based on analog and digital platforms for artistic creation in real and virtual spaces for communication purposes.</p> <p>1. Basic knowledge of combining various workshops and digital technologies to achieve a coherent artistic message in spatial creation. Activities encompassing areas of real and virtual space, such as: film presentation as multi-projection, mapping, video art, VJing, and performance, utilizing the capabilities of multimedia and the interactivity of computers and technical devices.</p> <p>2. Preparation and execution of storyboards and animations for the production of a broadly defined multimedia work and digital film.</p>								
Course content	<p>1. Basics of the theory, aesthetics, and technology of multimedia art (intermedia and interactivity).</p> <p>2. Principles of preparing a storyboard, animatics, and oral explanation for the creation of a multimedia work.</p> <p>3. Basics of digital image recording for multimedia works: digital cameras and camcorders (time-lapse photography, live digital image capture).</p> <p>4. Basics of digital image processing and editing for multimedia works (NLE film editing, live processing – VJing, mapping).</p> <p>5. Basics of the production and presentation of multimedia works in terms of audio-visual synchronization:</p> <p>a) the multimedia context of using multi-projection techniques (in the space of a musical performance and advertising);</p> <p>b) creation of an original multimedia work using digital multi-projection techniques in space.</p>								
Teaching methods	explanation of problem areas, subject-specific exercises, correction of completed tasks, discussion, task completion								
Assessment method	Presentation of the multimedia production and storyboard/animatics, along with an oral explanation of the concept and knowledge of the production process.								
Symbol of learning outcome	Methods of assessing the learning outcomes							Type of tuition during which the outcome is assessed	
EU1	has extensive knowledge of multimedia applications in space creation							A2_W02	
EU2	uses modern multimedia technologies							A2_U09	
EU3	is able to select the appropriate technique for the assigned task							A2_U03	
EU4	forms a compatible part of a group project							A2_U07	
EU5	prepares documentation in the selected digital technique							A2_U13	
Symbol of learning	Methods of assessing the learning outcomes							Type of tuition during which the	

outcome		outcome is assessed	
EU1	conversation with the tutor	SW	
EU2	conversation with the tutor, implementation of the project	SW	
EU3	conversation with the tutor, implementation of the project	SW	
EU4	documentation of the completed task	SW	
EU5	documentation of the completed task	SW	
Student workload (in hours)		No. of hours	
Calculation	Work in studios	45	
	Participation in consultations	5	
	TOTAL:	50	
Quantitative indicators		HOURS	No. of ECTS credits
Student workload – activities that require direct teacher participation		50	2
Student workload – practical activities		50	2
Basic references	<ol style="list-style-type: none"> 1. Cristiano G., Kurs tworzenia storyboardów, Wydawnictwo A.B.E, Warszawa 2008. 2. Gwóźdź A., Obrazy i rzeczy. Film między mediami, Universitas, Kraków 2003. 3. Kluszczyński R.W., Społeczeństwo informacyjne. Cyberkultura. Sztuka multimedialna, Rabid, Kraków 2002. 4. Hopfinger M., Doświadczenia audiowizualne. O mediach w kulturze współczesnej, Wydawnictwo Sic! Warszawa 2003. 5. Manovich L., Język nowych mediów, Wydawnictwa Akademickie i Profesjonalne, Warszawa 2006. 		
Supplementary references	<ol style="list-style-type: none"> 1. Kluszczyński R.W., Film, wideo, multimedia. Sztuka ruchomego obrazu w erze elektronicznej, Instytut Kultury, Warszawa 1999. 2. Kluszczyński R.W., Film – Sztuka Wielkiej Awangardy, PWN, Warszawa-Łódź 1990. 3. Steinbrink B., Multimedia: u progu XXI wieku, Robomatic, Wrocław 1993. 4. Wilkoszewska K., Piękno w sieci, estetyka a nowe media, Universitas, Kraków 1999. 5. Zawojski P., Elektroniczne obrazoswiaty. Między sztuką a technologią, Wydawnictwo Szumacher, Kielce 2000. 6. INTERNET: www.iotacenter.org, www.visual-media.be, www.medienkunstnetz.de, www.ubu.com, www.europafilmtreasures.eu, www.centerforvisualmusic.org, www.doctorhugo.org 		
Organisational unit conducting the course	Department of Design Arts		Date of issuing the programme
Author of the programme	<i>MA Andrzej Jacek Bronikowski</i> <i>PhD Paweł Dudko</i>		15.04.2019

L – lecture, C – classes, LC – laboratory classes, P – project, SW –specialization workshop, FW – field work, S – seminar