ART&DESIGN

Intex of ateliers and teachers taking part in Erasmus programme (2024/25)

kod kursu	nazwa kursu name of the course	Nazwiska prowadzących Teacher names	ECTS
2106024-11	**Fotografia artystyczna** **Classic photography**	dr Mirosław Niesyto	4
2106024-12	**Grafika cyfrowa** **Digital Graphics**	dr Magdalena Lazar	4
2106024-13	**Grafika warsztatowa** **Traditional techniques printmaking**		
	Litografia (lithography)	dr Wojciech Sobczyk	4
	Linoryt (linocut)	dr Witold Winek	4
	Metal (metal techniques)	dr Anna Juszczak	4
2106024-14	**Ilustracja** **Illustration**	dr hab. Bogna Sroka-Mucha mgr Dominika Bobulska	4
2106024-15	**Malarstwo i działania wizualne** **Painting and visual arts**	dr hab. Sebasian Wywiórski	4
2106024-17	**Rysunek** **Drawing**	dr hab. Agnieszka Łukaszewska	4
2106024-18	**Intermedia** **Intermedia**	dr Łukasz Surowiec	4
2106024-20	**Animacja i motion graphic** **Animation and motion graphic**	mgr P.Liput	4
2106024-21	**Digital Design** **Digital Design**	prof. Adam Panasiewicz	4
2106024-24	**Projektowanie graficzne** **Graphic design**	dr D. Malicka, dr Marcin Klag, dr K. Wojdyła	4
2106024-26	**Projektowanie przestrzeni i wnętrz** **Interior and space design**	dr Monika Natkaniec-Papp	4
2106024-28	**Projektowanie wystaw** **Exhibition design**	dr Monika Natkaniec-Papp	4
2106024-29	**Typografia** **Typography**	mgr Marta Niedbał	4

Course card

Course title	**Animation**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Przemysław Liput, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is to learn or develop the ability to express a range of content using the medium of animation through a variety of techniques.
Learning objectives:
- shaping artistic imagination
- acquaintance with expressive means in animation and film
- looking for unconventional solutions in terms of visual form and film narration
- exploring issues of image perception - shaping the ability to present and defend one's own artistic project.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of an artistic problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Comments	

Course content (topic list)

- introduction to basic problems in the form of a series of short talks supported by practical exercises. - presentation of examples of realisations illustrating the discussed techniques and formal problems - formulation of an artistic problem and working out how to realise it - Implementation of the project in and outside the studios - individual realisation of works within the framework of designated themes - individual and group discussion of the works

Compulsory reading

Richard Williams, *The Animator's Survival Kit* , Faber & Faber, 2001

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Classic photography**		

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Mirosław Niesyto, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The programme of classes develops knowledge and skills in the area of artistic photography in the broadest sense. The classes focus on learning about special photographic techniques, including the so-called noble techniques. Students acquire skills in the use of professional photographic equipment, work in a studio, photographic darkroom, analogue negative and positive processing, gain the ability to independently and consciously select means of artistic expression at the junction of photography and related techniques while working on their own subjects in and outside of class.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization								
Form of classes	W (Lecture)	Group type						
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)	
Contact hours				50				

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of an artistic problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

- introduction to basic photographic techniques in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating the discussed photographic techniques and formal problems - formulation of an artistic problem and working out how to realise it - Implementation of the project in and outside the studio - individual realisation of works within the framework of designated themes - individual and group discussion of the works

Compulsory reading

Sontag Susan, *On Photography*, Penguin Books, 1979 Marco Antonin, Luca Bendandi, *Experimental Photography: A Handbook of Techniques*, Thames & Hudson

Recommended reading:

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student' s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Digital design**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Adam Panasiewicz, Prof.	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is to learn or develop the ability to express a range of content using digital media. Learning issues: - to familiarise the student with the process of creating a coherent artistic message using contemporary digital media, - to create a creative message combining multiple digital media and digital media, - learning strategies for creating original promotional campaigns in contemporary media.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization								
Form of classes	W (Lecture)	Group type						
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)	
Contact hours				50				

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Comments	

Course content (topic list)

- strategies for creating a creative message in contemporary digital media
- creation of an artistic work whose content makes use of a variety of available media and mass media
- learning about multimedia art, intermedia, transmedia
- creating transmedia works of art or commercial activities

Compulsory reading

Dick Higgins, *Statement on intermedia*, Now York, 1966

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student· s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Digital graphics**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Magdalena Lazar, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

Use of computer programmes in artistic graphics and in the creation of moving image.
Students will learn the significance of computer techniques in contemporary art and artistic graphics, trends in their development and forms of editing and presenting electronic images also with interdisciplinary properties. The student acquires the skills of creative use of contemporary digital imaging tools to enable the creation of an intended visual message.
The work should result in graphic works in the form of digital prints or screen graphics also with elements of animation with sound.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization

Form of classes	W (Lecture)	Group type						
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)	
Contact hours				50				

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

The realisation of individual student projects in the field of digital graphics:
- project strategy
- developing creative skills in digital graphics
- developing skills in the use of computer tools on the basis of the themes pursued.
Specificity of digital graphics - structure of a digital image; digital graphics in the context of multimedia and intermedia; digital printing.

Compulsory reading

Galanter Philip, *What is Generative Art? Complexity Theory as a Context for Art Theory*, New York University
Leiser Wolf, *The World of Digital Art*, Tandem Verlag GmbH, Posdam

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student' s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Drawing**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Agnieszka Łukaszewska, Prof.	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The course offers the opportunity to learn and explore different drawing techniques and then use their specificities for conscious creation. Drawing, understood as the most direct way of recording visions, reflections, observations and experiences, can use contemporary digital media and workshop experiments in addition to the classical workshop. The aim of the course is to develop the student's artistic personality, individual predisposition and sensitivity.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of an artistic problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Comments	

Course content (topic list)

- introduction to basic drawing techniques in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating the discussed techniques and formal problems - formulation of an artistic problem and working out how to realise it - Implementation of the project in and outside the studios - individual realisation of works within the framework of designated themes - individual and group discussion of the works

Compulsory reading

"Vitamin D: New Perspectives in Drawing", Emma Dexter, 2005

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Exhibition design**		

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Monika Natkaniec-Papp, PhD.	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The course aims to introduce students to the issues and specifics of design in the area of exhibition design, including museum and gallery exhibitions, as well as commercial exhibitions such as stands at fairs or festivals, and finally shop windows and displays.
Students will learn about the design methods and techniques used in the creation of exhibitions and displays, as well as the structure of the overall process and the team delivering an exhibition project. The course presents the complex world of exhibition design in its most diverse manifestations.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic design problems in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of a design problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Comments	

Course content (topic list)

- strategies for creating a creative message in contemporary dsign of exhibition - creation of an artistic work whose content makes use of a variety of available mediums - learning about space design - creating works of design for exhibiting art or commercial activities

Compulsory reading

Lee Skolnick, Jan Lorenc, Craig Berger, *What is Exhibition Design* Paula Marincola, *What Makes a Great Exhibition*

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Graphic design**	

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Daria Malicka, PhD; Katarzyna Wojdyła, PhD; Marcin Klag, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is to prepare you for creative design work in the field of 2D design, by improving your design and workshop skills and developing your creative competence. The course also allows to expand theoretical knowledge in the student's chosen area.
The aim of the course is to (elective):
- learning and consolidation of the principles of designing press publications and book publications (combining text and illustration, aesthetic page design, preparing publications for print with the implementation in the form of a mock-up of the finished publishing product);
- learning the principles of visual identity design (logos, albums, games, packaging);
- learning to design posters (single and series);
- designing educational processes and their graphic elements;
- learning and consolidating the skills of shaping the basic elements influencing the strength of the visual message, based on graphic means of expression and imagery and contemporary design tools.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

Graphic design course with elements of editorial graphics component, based on design tasks of a varied nature. Classes conducted in the form of individual corrections of students' works in accordance with their chosen leading subject area; also created for the purpose of the diploma thesis.
- an introduction to basic artistic techniques in the form of individual conversations,
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

Choice of project form according to student preference, including / content:
- design of press/album publications on selected formats (text editing, analogue and computer drafting methods);
- design of book publications on selected format (illustrated and typographic book);
- design of small publishing forms;
- graphic sign: form, identification, message;
- visual message: means, content structure, visual identification;
- typography: typefaces, layout, composition;
- Poster: graphic composition on format, content development, function;
- printed matter: press advertisement, flyer, folder, catalogue;
- book: cover, layout, composition rules, content structure;
- pictorial language: vector graphics, bitmap graphics, drawing, workshop media;
- reproduction: print, colour, materials, media, documentation;
- Classics of design: trends, tendencies, authors, works;
- current trends in design;
- design methodology: stages of work, individual work;

Compulsory reading

G. Ambrose, P. Harris, *Image*, AVA London, 2005

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student' s presentation	Written assignment (essay)	Oral exam	Written exam	Other
		X		X	X		X					X

Course card

Course title	**Illustration**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Bogna Sroka-Mucha, PhD Dominika Bobulska, MA	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is: - to familiarise you with the basic elements needed to build illustrative graphics - to orient the view of reality through the prism of an illustrative visual message - to develop illustration techniques and skills - selecting appropriate techniques, means and styles when working with texts aimed at a predetermined age group - perfecting the use of the full spectrum of classic and recent forms of artistic expression and tools of contemporary design

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization								
Form of classes	W (Lecture)	Group type						
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)	
Contact hours				50				

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of an artistic problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Comments	

Course content (topic list)

- introduction to the field of illustration in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating the discussed techniques and formal problems - formulation of an artistic problem and working out how to realise it - Implementation of the project in and outside the studio - individual realisation of works within the framework of designated themes - individual and group discussion of the works

Compulsory reading

Comics Now! Artur Wabik ed., Muzeum Narodowe w Krakowie, Kraków

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out. *Illustratorsannual* - Bologna Children's Book Fair

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student·s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Interior and space design**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Monika Natkaniec-Papp, PhD.	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is to expand the horizons of thinking about the role and function of contemporary utilitarian space and the needs of its user. It is also an attempt to redefine concepts related to privacy, sense of comfort, aesthetics, perception of space through the language of design. The issues chosen for analysis will reflect the dynamically changing society, technology and the urban spaces.
The course is intended to provide expertise in the creation of public space, taking into account social and private space. In the working methodology, it will be important to develop skills in defining individual and social problems and social problems, their investigation and implementation. Design using the principles of universal, pro-social and sustainable design, seeking design alternatives to the problems of globalisation, gentrification, pollution and over-consumption will be particularly relevant.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic design problems in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of a design problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

Example topics: 1. Waiting - places, spaces, objects or situations related to the 'act' of waiting. 2. The problem of small spaces: Problems: space management, user experience, ecology in technological solutions, visualisation of the design, presentation of the concept. Students' own individual topics are pursued in the course as an extension of the research scope analysed.

Compulsory reading

Ernst Neufert, *Architect's Data* Juhani Pallasmaa, *The Eyes of the Skin: Architecture and the Senses* Juhani Pallasmaa, *Thinking Hand: Existential and Embodied Wisdom in Architecture*

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student‑s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Intermedia**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Łukasz Surowiec, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

Students in the studio explore social and spatial issues through a range of media and artistic methodologies. The aim of the course is to encourage the student to take action beyond the learned patterns and techniques of artistic expression.
Learning objectives:
- to find artistic means adequate for the expression of ideas
- skilfully and freely combining various media into one coherent artistic message
- shaping an open artistic attitude.
The student develops his/her workshop and technological skills in intermedia realizations, his/her workshop and the range of applied artistic means available in selected disciplines of visual arts.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

- introduction to basic problems in the form of a series of short talks supported by practical exercises.
- presentation of examples of realisations illustrating the discussed techniques and formal problems
- formulation of an artistic problem and working out how to realise it
- Implementation of the project in and outside the studios
- individual realisation of works within the framework of designated themes
- individual and group discussion of the works

Compulsory reading

Truth is Concrete. A Handbook for Artistic Strategies in Real Politics, S. Herbst, F. Malzacher et al. ed.

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Painting and visual action**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Sebastian Wywiórski, Prof.	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is:
1. to develop painting as a traditional and contemporary medium of artistic expression capable of expressing complex and rich visual values as well as content referring to the surrounding reality and the human condition, and to contemporary art.
2. searching for various technical and formal solutions.
3. developing an individual language of artistic expression.
4. broadening the field of activity to include non-painting techniques.
5. developing openness and the ability to use chance and uncontrolled action.
6. developing one's own vision of art, searching for an individual language.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Comments	

Course content (topic list)

- introduction to the field of painting and visual artistic actions in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating the discussed techniques and formal problems
- formulation of an artistic problem and working out how to realise it
- Implementation of the project in and outside the studio
- individual realisation of works within the framework of designated themes
- individual and group discussion of the works

Compulsory reading

Art of 20th century, vol: 1, 2, Taschen Ruhrberg
Art now, vol: 1, 2, 3, 4, 5, W. Tachen

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student' s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Traditional techniques printmaking**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Wojciech Sobczyk, PhD (litography) Witold Winek, PhD (linocut) Anna Juszczak, PhD (intaglio, aquaforta, aquatinta)	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The aim of the course is to:
- to broaden your knowledge of how to realise original artistic concepts in your chosen workshop technique (litography, linocut, various metal techniques)
- gathering creative experience developing artistic awareness
- developing imagination and proficiency in the technical realisation of a graphic image in a chosen workshop technique
- using the specifics of the chosen workshop technique in original artistic creation
- broadening their knowledge of the tradition and contemporary character of the chosen technique, as well as related and derivative techniques

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

- introduction to basic graphic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating the discussed techniques and formal problems
- formulation of an artistic problem and working out how to realise it
- Implementation of the project in and outside the studios
- individual realisation of works within the framework of designated themes
- individual and group discussion of the works

Compulsory reading

Printmaking at the Edge, Ritchard Noyce.

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X

Course card

Course title	**Typography**

Semester (winter/summer)	winter/summer	ECTS	4

Lecturer(s)	Marta Niedbał, PhD	

Department	Institute of Art & Design	

Course objectives (learning outcomes)

The typography course allows students to explore the topic of typography independently or in groups. In a consultative mode, students acquire creative skills regarding the author's lettering and ready-made typefaces, so that they can creatively realise lettering and typographic compositions, editorial, interactive projects and other creative applications of typography on their own.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the developement of artistic tasks within the level of MA sudies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization							
Form of classes	W (Lecture)	Group type					
		A (large group)	K (small group)	L (Lab) Atelier	S (Seminar)	P (Project)	E (Exam)
Contact hours				50			

Teaching methods:

- an introduction to basic typography in the form of a series of short lectures supported by practical exercises. - presentation of examples of realisations illustrating technical and formal problems discussed - formulation of an artistic problem of each individual student and working out a method of realisation - implementation of the project in and outside the studios - individual realisation of works within the framework of assigned themes - individual and group discussion of the works

Assessment criteria	- attendance in class - completion of work on assigned topics - progress made during the semester - appropriateness of the use of resources in relation to the subject undertaken

Course content (topic list)

Knowledge component: structural principles of the classical letter, principles of typeface construction, principles of letter/typographic composition, principles of tool letter construction, figures of the most eminent typographers. Creative problems: - the letter as an artistic material - building emotions through typefaces - creation of letter composition in the context of non-verbal communication of emotions and content.

Compulsory reading

Lupton, Ellen, *Thinking with type: A critical guide for designers, writers, editors & students* Frutiger Adrian, *Signs and Symbols, Their Design and Meaning*

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out. Lupton Ellen, *Extra Bold : A Feminist, Inclusive, Anti-Racist, Nonbinary Field Guide for Graphic Designers*

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student' s presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X