

1.	Field of study	Games and Virtual Reality Design
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2023/2024 (winter term), 2024/2025 (winter term)
4.	Level of qualifications/degree	first-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		CREATIVE ACTIVITIES ON THE PLANE PART. 4 (SELECT)
Module code		W6-PG-S1-TDNP.4
Number of the ECTS credits		2
Language of instruction		Polish
Purpose and description of the content of education		The student will be able to observe and analyze the surrounding reality. He will be able to transpose the acquired information into the language of fine arts within both traditional and digital workshops. They will learn about various tools and different methods of creative work, through which they will enrich the language of artistic expression.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module		
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
K01	Readiness to make independent decisions about the implementation of their own artwork.	W6-PG1P-K01 W6-PG1P-K02	4 4
U01	Observation skills.	W6-PG1P-U01 W6-PG1P-U02	4 4
U02	Ability to analyze and interpret the painting space, based on both traditional and digital workshops.	W6-PG1P-U03 W6-PG1P-U06	4 4
U03	Ability to translate observations and experiences into visual language.	W6-PG1P-U05 W6-PG1P-U06	4 4
W01	Learning the capabilities of basic painting tools and also the possibilities of a digital workshop.	W6-PG1P-W01 W6-PG1P-W02	4 4
W02	Understanding the relationship between color and space, accurate handling of color, texture.	W6-PG1P-U02 W6-PG1P-W09	4 4

9. Methods of conducting classes		
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification <i>explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course</i>
e03	Practical methods	Creation/production – creative workshop <i>an activity involving creating/producing a work/artifact based on the individual, creative effort of the participant; the creative workshop is characterized by the presence and openness which make it possible to access the essence of the work/peculiarity of the artifact at every stage of its creation/production</i>
e04	Practical methods	Project scheduling <i>proceeding according to the steps proposed within a specific methodology for the completion of a task; e.g., identifying project objectives, determining the result, identifying strengths, limitations, opportunities and threats (SWOT), establishing a schedule of activities, assessing resources, establishing an implementation plan; the initial diagnosis; the reassessment of assumptions; the process of preparing the practical implementation of a project</i>
f01	Methods of self-learning	Self-education <i>a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study</i>
f03	Methods of self-learning	Conceptual work <i>a (mainly intellectual) activity carried out independently (or in a selected group) resulting in the creation of a concept, idea or project; creating a plan based on a vision; developing a general outline of a project; producing a simplified sketch of the variant versions of a procedure/product/work</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
_fs_1	practical classes	40	course work	K01, U01, U02, U03, W01, W02	a05, e03, e04, f01, f03

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content <i>reading through the syllabus and getting acquainted with its content</i>	Yes
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion <i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	Yes
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.