

1.	Field of study	Games and Virtual Reality Design
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2021/2022 (winter term), 2022/2023 (winter term), 2023/2024 (winter term), 2024/2025 (winter term), 2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

Module: General academic module

Module code: MO1

1. Number of the ECTS credits: 3

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
MO1_1	The student understands mutual relations of the humanities, social, natural, technical and art sciences.	W6-PG2P-U_OOD W6-PG2P-W_OOD	3 3
MO1_2	The student is able to combine information from various fields of knowledge, thus creating a coherent image of an interdisciplinary issue.	W6-PG2P-U_OOD W6-PG2P-W_OOD	3 3
MO1_3	The student is able to search for necessary information in various sources and knows how to critically select them.	W6-PG2P-U_OOD W6-PG2P-W_OOD	3 3
MO1_4	The student is able to move freely in the area of basic concepts regarding the issues raised within the module, which are presented in detail in the relevant syllabuses.	W6-PG2P-U_OOD W6-PG2P-W_OOD	3 3
MO1_5	The student gains the need and habit of reaching source information from outside the sources of content appropriate for the studied programme.	W6-PG2P-KS_OOD W6-PG2P-U_OOD	2 2 2

		W6-PG2P-W _OOD	
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3. Module description

Description	The aim of the module is to expand the general knowledge and skills of the student, going beyond their degree programme and to inspire to independently develop scientific and creative passions. The issues addressed within the module are aimed at arousing curiosity, and indicating the usefulness of interdisciplinary knowledge and diverse skills in professional life and in relationships and social interactions, as well as activities aimed at various fields of activity. As a result, students have a chance to arouse the need to complete knowledge and skills outside the programme education. As part of the general academic module, classes (lectures and/or practicals/seminars or practical classes) are proposed. They consist in both providing knowledge in a manner that considers innovative and professional principles of presentation and interactive methods, involving students to actively participate in classes. The interdisciplinary assumptions of the module take into account the possibility of its co-running by academics representing various scientific disciplines, which will allow for a multifaceted approach to the presented issues. In addition, the module takes into account the possibility of implementation in English and other languages. The student chooses the subject of classes from among the proposals submitted as part of the module.
Prerequisites	

4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
MO1_w_1	test	A written or oral test in accordance with the description of the verification method included in the syllabus.	MO1_1, MO1_2, MO1_3, MO1_4, MO1_5
MO1_w_2	continuous assessment	Current assessment of the individual work of the student, which is the mean of the grades from the activities conducted during the classes, is consistent with the description of the verification method included in the syllabus.	MO1_1, MO1_2, MO1_3, MO1_4, MO1_5

5. Forms of teaching

code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
MO1_fs_1	depending on the choice	Depending on the type of classes, the following methods may be used: expository, problem, task, project methods, the analysis of the source material, etc.	30	Independent and thorough reading of the materials indicated in the syllabus, revision and consolidation of knowledge or skills acquired during classes.	45	MO1_w_1, MO1_w_2